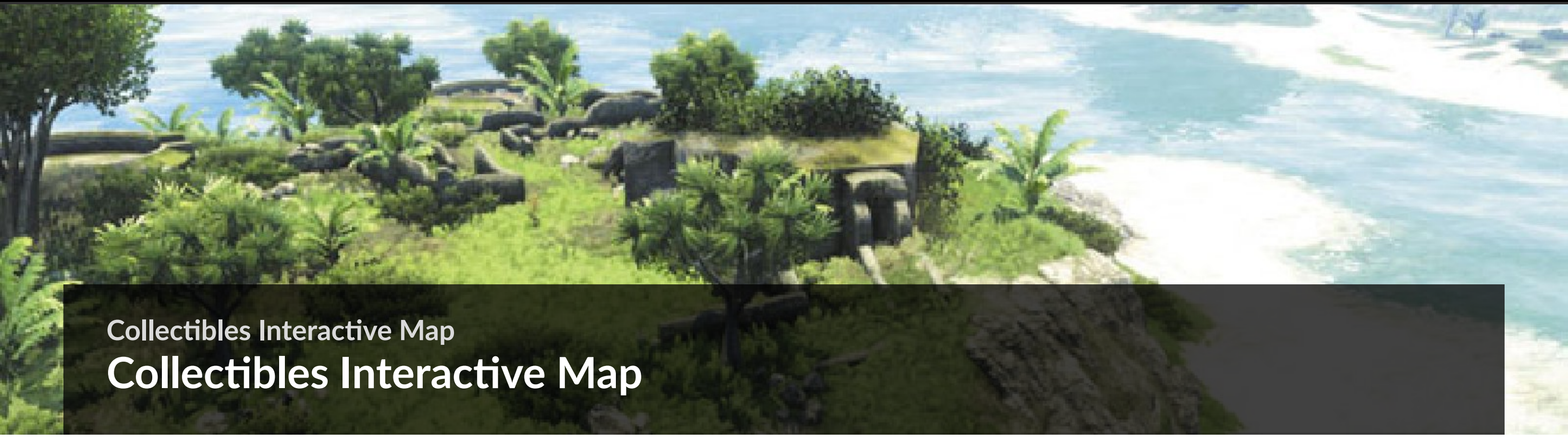
PRIMA GAMES



Collectibles Interactive Map

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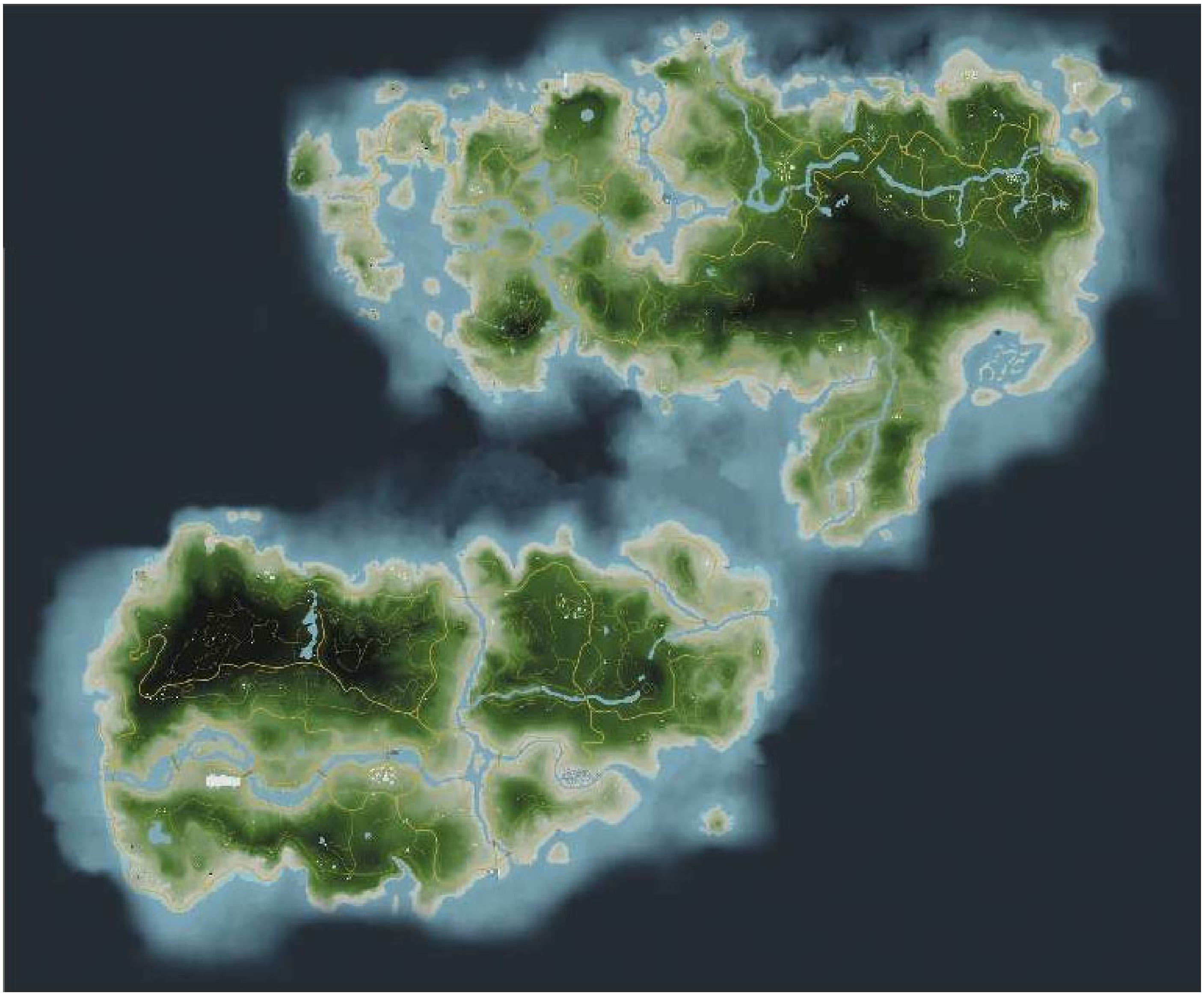

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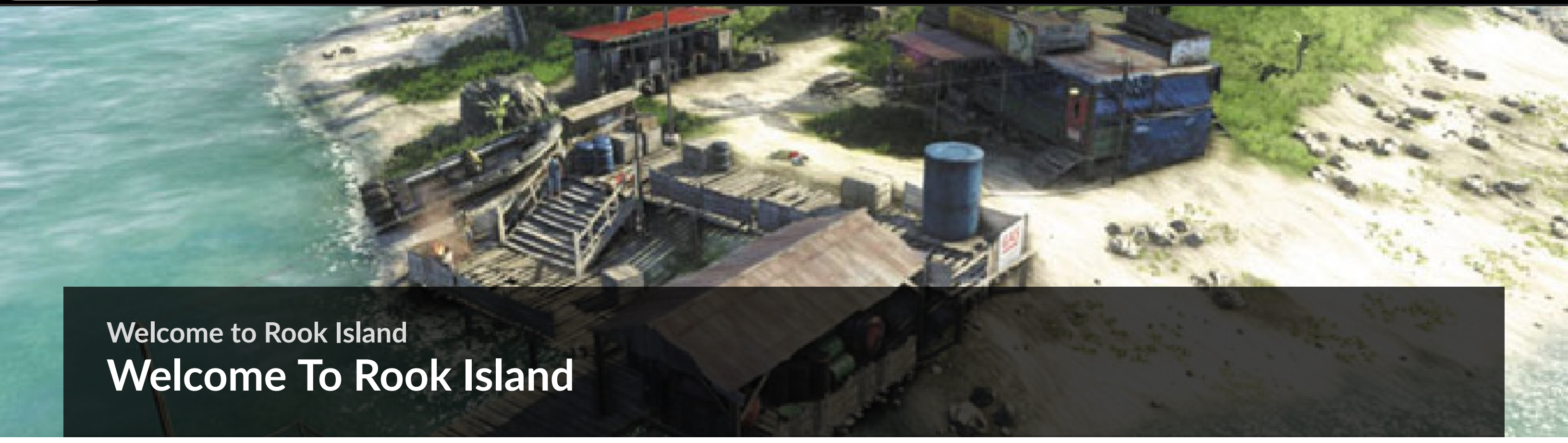

Welcome to Rook Island

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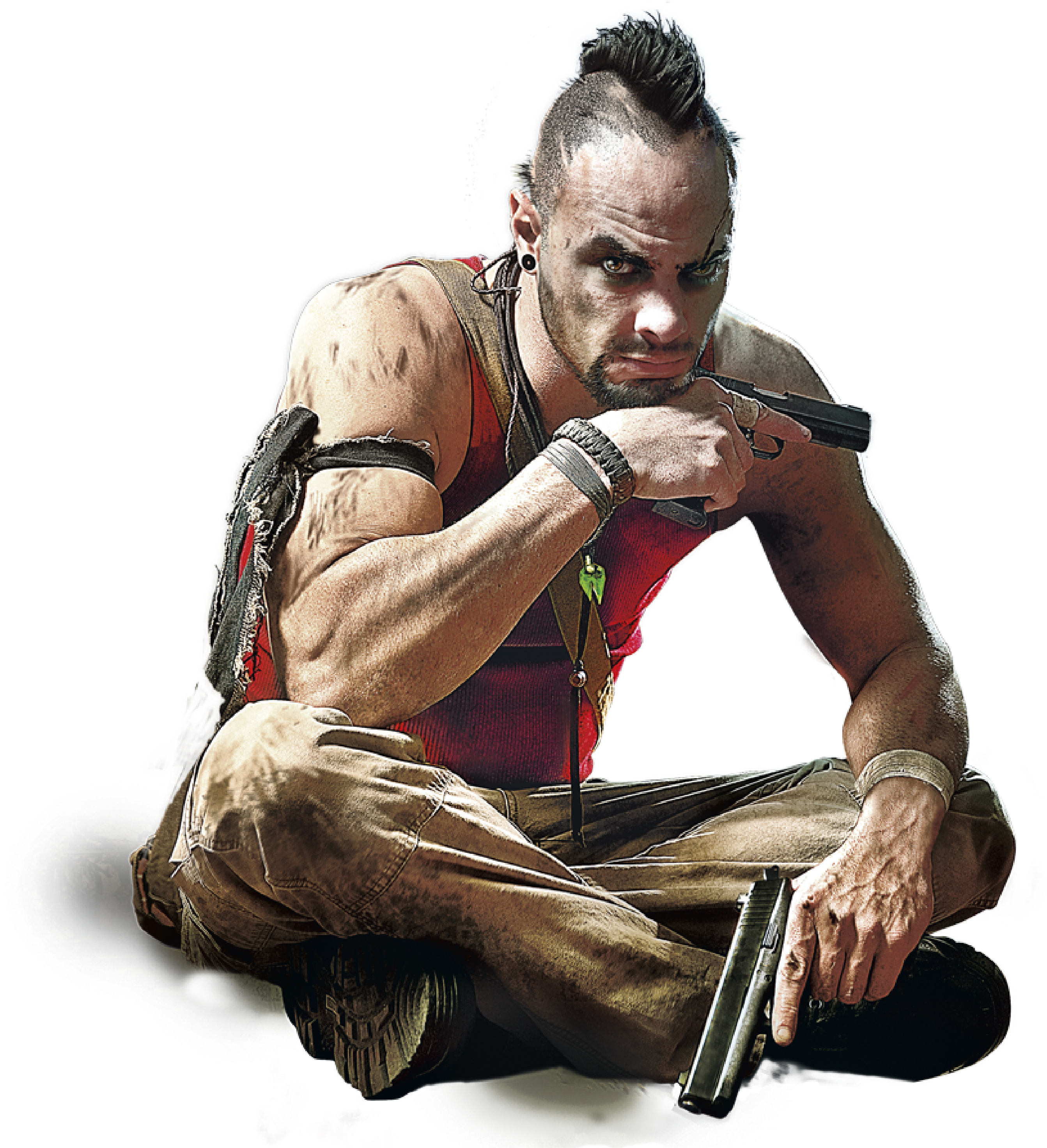


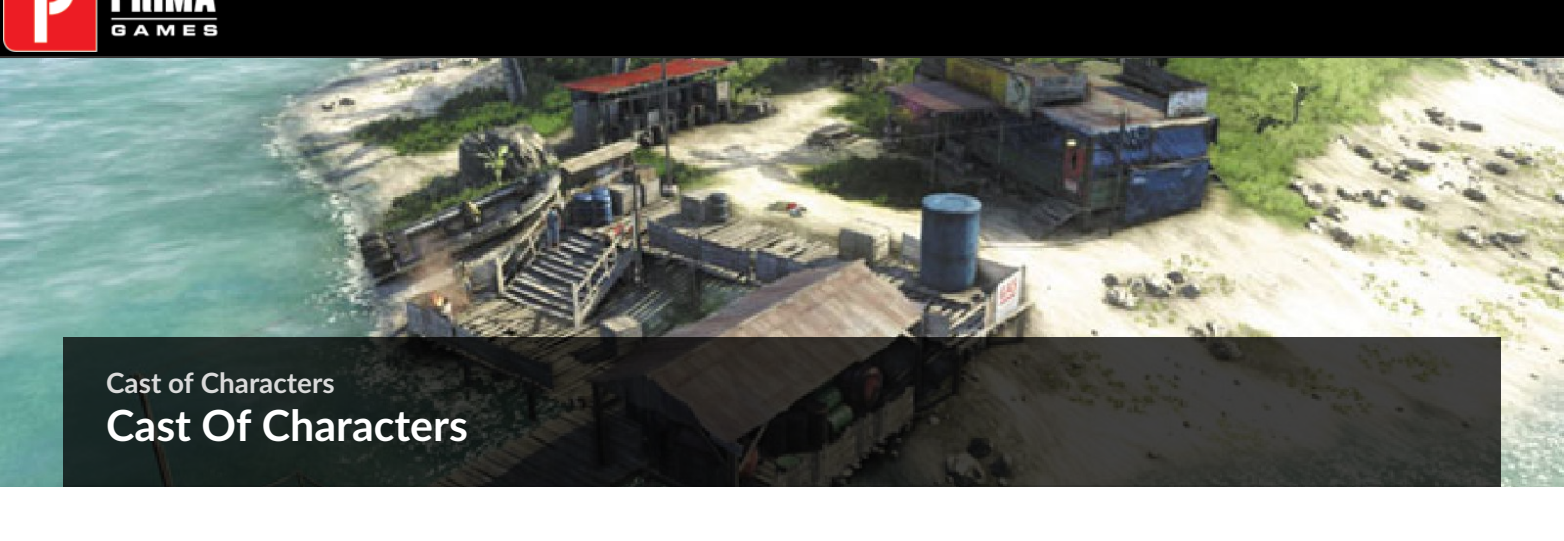
Right next door to some of the nicest travel spots in the world, there's Rook Island, a small rock with a bloody history. For most of the last couple hundred years, the island has been home to warring tribes, fugitives, mercenaries, soldiers, and smugglers, which has turned it into a near-constant war zone. There is no government. There's just what you can get for yourself with a gun.

The current leader of the pack is Vaas Montenegro, pirate captain, full-tilt psychopath, and one of the biggest fish in this small pond. It's just your bad luck that you and your friends, after a spur-of-the-moment skydiving trip on the last day of your grand tour of Asia, landed right in Vaas's backyard.

Now your older brother is dead, your friends are missing, and the only friendly face you've seen since you got fished out of a river is also some kind of half-crazed jungle mystic. He thinks you're a prophesied warrior, and the only way to get your friends back from Vaas is to play along.

You've got the clothes on your back and a borrowed machete. Vaas has hundreds of tweaked-out soldiers with attitude problems and assault rifles.

This is going to get interesting.



Cast Of Characters

Jason Brody

An extreme sports enthusiast from Santa Monica, Jason's life was enthusiastically going nowhere before he came along with his brothers and friends on a whirlwind tour of Asia's finest party spots. An idle conversation in a nightclub elevator sent them off to one last stop. Now Jason's got a new tattoo, a cheap gun, and a mission.

Vaas Montenegro

Vaas has managed to weaponize bipolar disorder. He's smart, intelligent, and friendly... right up until he isn't. It'll take about ten seconds, and then you'll see the ruthlessness and insanity that let him take over Rook Island. He's drugged to the gills, absolutely ruthless, kills at the drop of a hat, and has your friends. Get to work.

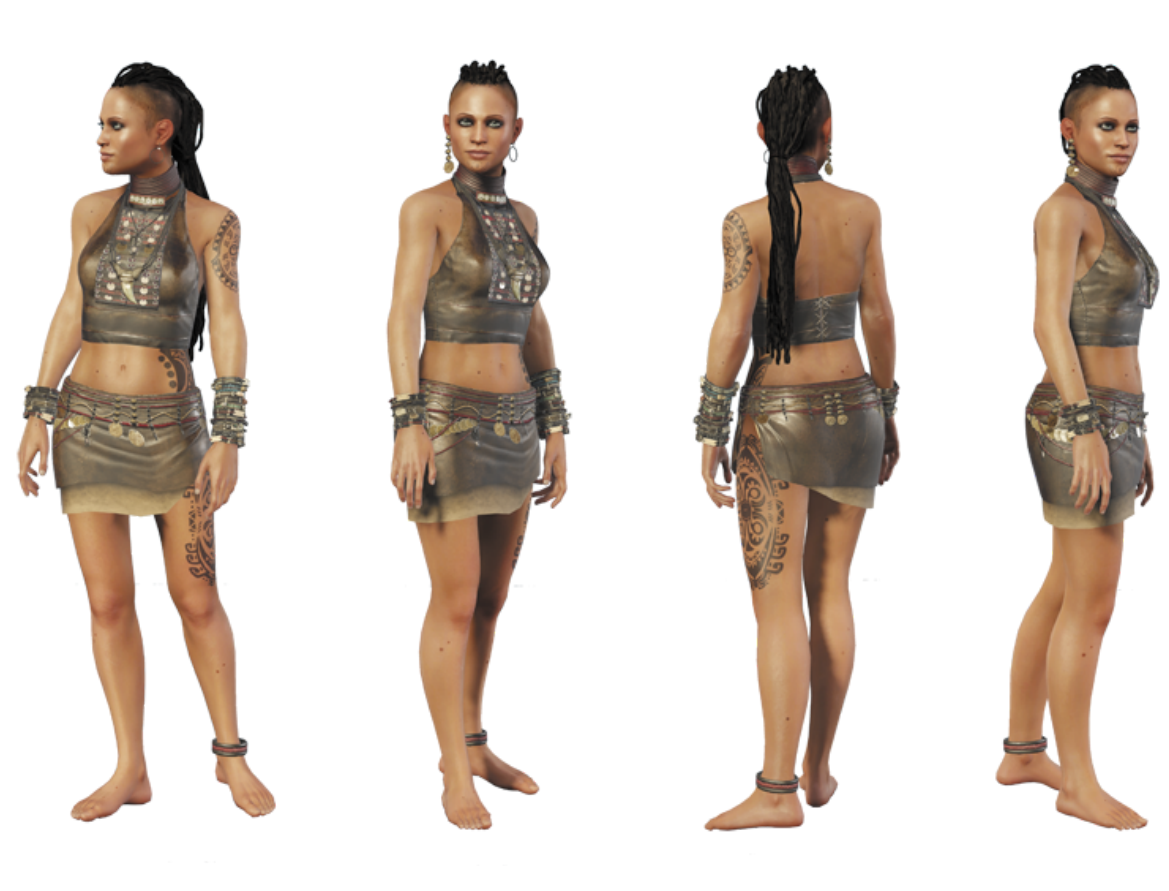
Dennis Rogers

After a childhood in Liberia and a stint as an immigrant in the United States, Dennis found his way to Rook Island. He's been accepted as an adopted member of the Rakyat, and he sees something in Jason that nobody else (including Jason) does. It's possible he's crazy. Still, when you're drowning, it doesn't matter who's willing to pull you up. Right?

Willis Huntley

...and speaking of crazy: Willis Huntley claims to be an embedded agent in an unnamed American governmental agency. He claims a lot of things that may or may not be true. What you do know is that Willis has a line into Vaas and Hoyt's operation and he's willing to trade favors. It's worth putting up with a few idiosyncrasies for that.

Citra



The few parts of Rook Island that aren't under the control of Vaas or Hoyt are under Citra's control. Through sheer force of will, she's led the Rakyat tribe to make what few gains they have in recent days. You can go a long way on Rook Island just through your deeds, but in the end, it all comes down to whether or not you can impress Citra.

Daisy Lee

Grant's girlfriend and a professional swimmer, Daisy's probably dealing with this entire situation better than anyone. She's working on a way off the island before anyone else.

Hoyt Volker

The man behind the man on Rook Island. Hoyt has hidden his background, but claims to be descended from a European mining fortune. He's as bad as Vaas in his own low-key way, but Vaas at least has the excuse of being completely insane. Hoyt has no such justification, and that makes him much, much scarier.

Liza Snow

An aspiring actress and Jason's long-suffering girlfriend, Liza couldn't wait to get back to California. She had a great role in a studio production waiting for her, but the vacation lasted just one day too long.

Oliver Carswell

Oliver's parents are rich to a silly degree, and that means Oliver has wanted for nothing in his life except, well, parents. He's mostly filled that gap with drugs, but if you can catch him while he's sober Oliver actually has a pretty good head on his shoulders. Catching him sober is a big if, though.

Grant Brody

Jason's older brother and a former reservist in the U.S. Army. After their father's death, Grant was the one to step up and keep his younger brothers in line. Too bad for him.

Riley Brody

Jason's younger brother, Riley is missing in action from the moment the game starts. This entire doomed vacation began as a celebration of Riley getting his pilot's license. Now it's a question of where he's gone.

Dr. Earnhardt

Rook Island attracts people who want to disappear, and that suits Dr. Earnhardt fine. He's harmless, although he's playing candyman to half the North Island and his drug intake would dwarf that of the average touring funk band. He's a good person to know, but not because of anything you did or are.

Keith Ramsey

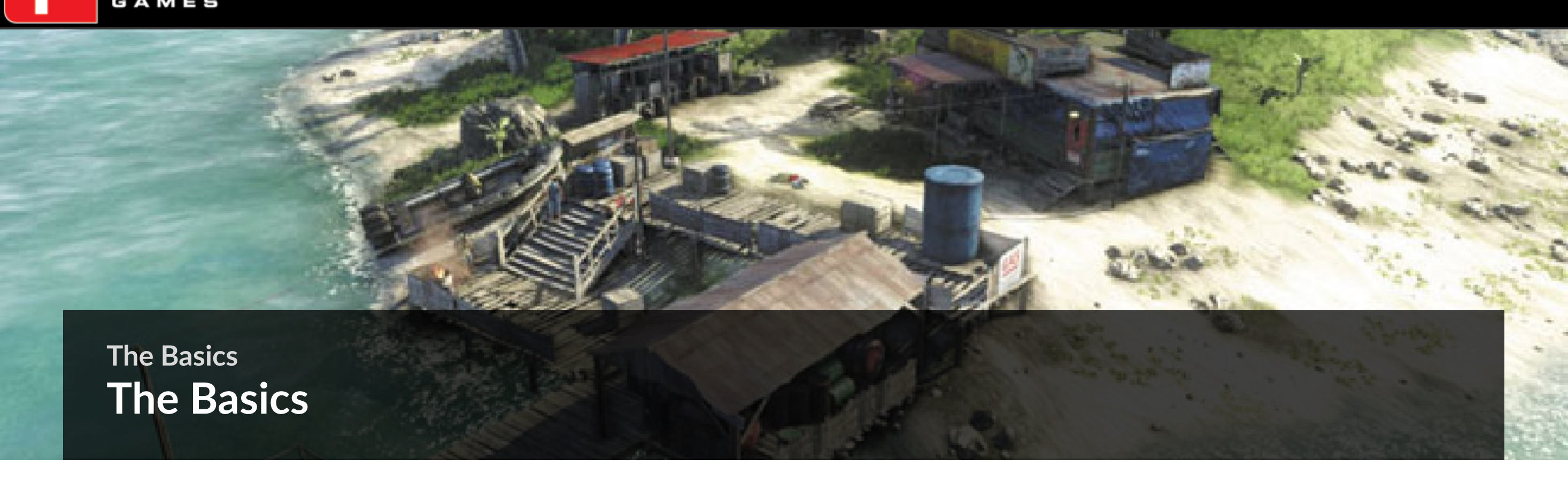
On Rook Island, some people learn who they really are. Unfortunately, Keith did, and it was not what he was expecting.

Buck

He's not a person so much as a vaguely person-shaped collection of horrible warning signs. He's introduced to you as a hitman in Hoyt Volker's employ and Buck actually manages to get worse from there. The real problem is that for quite a while, you're going to have to follow his lead.

Sam Becker

In life, sometimes you can succeed in your chosen field not because of hard work, luck, or connections, but simply because of an accent. Sam has benefited from the German reputation for precision and discipline, and that's why he's got a high position in Hoyt's mercenary corps. There is literally no other reason. Sam thinks this is hilarious, which may be one of the reasons why he gets along so well with Willis Huntley. When you reach the South Island, Sam is the best friend you've got.



The Basics

This is, at its core, a game about survival.

You are outgunned, outnumbered, and vastly outclassed at the start of the game. Rook Island is one of the most dangerous places on Earth, full of both human and animal predators, and you're a scared kid from southern California with a camera and an old pistol. If the pirates don't get you, the big cats or angry bears will.

How are you going to survive this? Any way you can.

Far Cry 3 features a flexible system that allows you to approach most of the challenges in the game in whatever way appeals to you. If you prefer stealth, you can load up on relevant skills, pack a full arsenal of silenced weapons, and quietly assassinate anyone in your way. If you'd rather go in guns blazing, load up on machine guns and hand grenades. You also have the option of dealing with targets at extreme long range with a high-powered rifle, setting up ambushes with explosives and mines, or using the hostile wildlife to your advantage.

There is no real "right choice" here. It's mostly down to your personal preference as a player. As far as this guide is concerned, the real option here is "all of the above." Whatever approach works is the right one, and you should be ready to switch between them at a moment's notice.

Combat

Unfortunately, none of the pirates or mercenaries on Rook Island are likely to respond to an open and impassioned plea for reason amidst the violence. That means you're going to have to deal with them by, for the most part, killing them by the dozen.

Assault

You have a lot of options when dealing with enemies in *Far Cry 3* . When your original plan fails or if you decide it's unnecessary, that's when you simply kick in the door and shoot everyone you see.

This is a workable but dangerous option. Jason is unnaturally tough and the pirates can often be killed with a single well-aimed burst to the center of mass, but there are a lot of pirates. Early in the game, before you start chipping away at Vaas's shipping networks and personnel, fighting them often draws in reinforcements or patrols from nearby parts of the island. Worse, they may show up in jeeps or boats with mounted guns.

The good news is that while you do receive big EXP bonuses for using stealth and Takedowns instead of open combat, the frequent waves of reinforcements do tend to compensate for that, particularly if you land a few headshots or explosion kills. You are not really penalized for going in guns blazing, except that it's a more dangerous approach.

If you prefer assaults, it's a good idea to do what you can to weaken or eliminate the enemy response ahead of time. Snipers and heavy machine gunners can inflict heavy damage and are difficult to kill with standard weapons, so if you can take them out ahead of time, it makes the assault much easier on you. Another solid option is, if you think you might get into trouble, be sure to lay down a few C4 charges along your planned escape route, in order to cover your retreat.

There are also a number of missions, particularly late in the game, where this approach simply will not work. Part of the reason this guide emphasizes flexibility is that the story missions often require you to change up your plan. If you get used to solving every problem with a hail of bullets, some of the later missions will make you pull your hair out.

Stealth

The longer you can go without alerting an enemy stronghold to your presence, the better off you're going to be, and that's where stealth comes into play.

By pushing the crouch button, you hunker down to the ground. While crouched, you move more slowly (unless you take the Jungle Run skill, in which case crouching actually makes you run faster) and you make much less noise.

One of the first skills you acquire is the Takedown, which allows you to launch an instant-kill, silent knife attack on an enemy from behind or by surprise. Takedowns have a surprisingly long range, but still require you to be close to an opponent before you can use them. A target you kill with a Takedown is worth double the usual EXP, and later skills allow you to use multiple Takedowns in a row against targets that are close enough together.

As a general rule, your best bet for avoiding detection in *Far Cry 3* is to avoid an enemy's line of sight. Foliage is excellent for this, and both bushes and tall grass make excellent natural camouflage. Shadows can conceal your presence at medium range, but are unreliable at best.

When an enemy initially realizes you're in the area, a "plink" sound effect plays and an indicator marker appears on your HUD. This marker fills in gradually as a suspicious enemy comes closer to you. Once they get a good look at you, the marker turns red. At this point, the enemy knows you're there and will attack on sight, although you can ditch your foe relatively easily by sprinting to a hiding place. Hostile wildlife do not use this system and usually announce their presence by either growling or mauling you.

In the event you're detected and you don't want to simply finish the fight off the old-fashioned way, enemies in *Far Cry 3* are not particularly persistent. You can fast-travel in mid-combat, going to a distant safe house to prepare for a second attempt, or simply disappear into the underbrush.

Sniping

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Both the North and South Islands have very hilly terrain, and most of the areas you fight through in *Far Cry 3* were designed for business or production rather than tactical utility. You can go a long way in this game if you play it as a sniper, using a silenced rifle to eliminate enemies from higher ground.

The first sniper rifle you can acquire in-game is likely to be an SVD, which is one of the Russian surplus rifles carried by Vaas's men. It is accurate and semi-automatic, but you can't attach a suppressor. At best, you get one shot before everyone in the time zone knows where you are. At the same time, your aim is naturally unsteady unless you hold your breath for a few seconds.

Once you've got some money in your pocket or you've torn down a few of Vaas's radio scramblers, you can upgrade from a vendor to a silenced M-700. It's quite likely that you've also earned enough EXP to pick up the Steady Aim skill, which increases the amount of time that Jason can hold his breath. This is where sniping really comes into its own, as it lets you eliminate both guards and alarm panels from hundreds of meters away.

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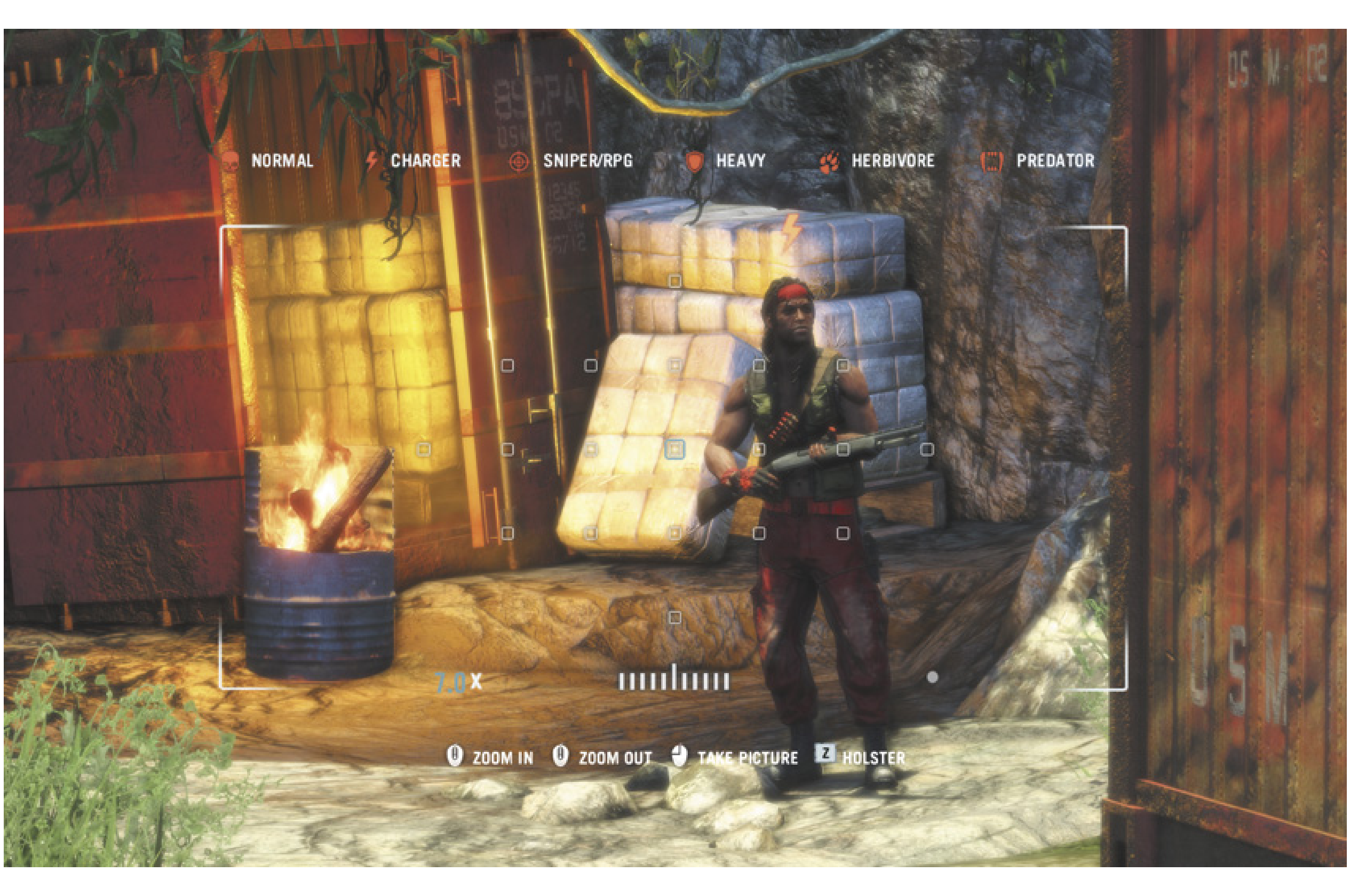
With that said, Vaas's pirates may be drugged-up scumbags, but they've all been in gunfights before. If one of their buddies drops over dead with an exit wound where his face used to be, they've got enough experience to know that A) there's a sniper and B) where the sniper is probably firing from. At that point, they'll take cover, call for reinforcements if possible, and swarm in your general direction, which forces you to switch to other weapons or disappear into the jungle.

You want to be patient and smart as a sniper, and pick your targets carefully. Enemy snipers are often a good first pick, as by their nature, they tend to be stationed in high towers, well away from the rest of the targets in a zone. If a man on the ground wanders well away from the rest of his team, that's another good chance for a sniper kill. Don't just take whatever shots you have, but eliminate each man in turn.

Even if you don't intend to play *Far Cry 3* with sniping as one of your go-to tactics, it's worth carrying a scoped rifle for a couple of reasons. One is to eliminate outposts' alarm panels, as one round is enough to render them unusable, which may be a safer option than sneaking in and disabling them by hand. The other reason is to knock off a couple of enemy snipers at the start of a fight, which drastically reduces the amount of damage you take during an assault.

Tagging

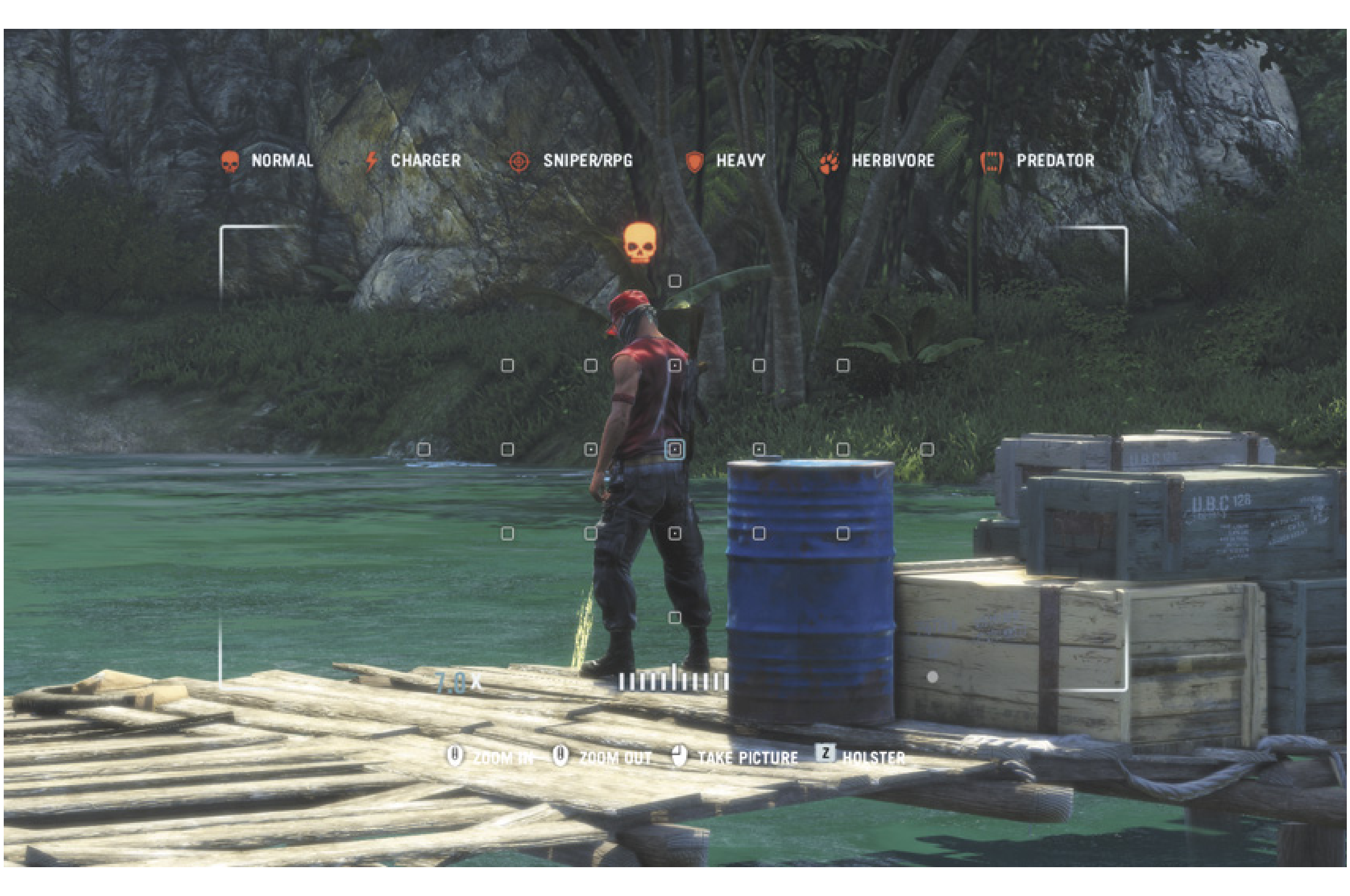


By pointing your camera or aiming along your weapon at a distant enemy, you can "tag" them. The camera or a scoped rifle can do this at long range, maybe up to 100 meters. A tagged enemy acquires an icon over its head, and you can see a silhouette of its body through buildings or foliage. A tag lasts until the tagged enemy dies or you get more than 100 meters away from it.

Against human opponents, the first or second thing they do once they realize they're in a fight is find cover. In wilderness or near the roads, a pirate or mercenary dives behind the nearest tree or vehicle. Indoors or in more fortified locations, they'll use crates, cars, or buildings when available. A preemptive tag makes it much easier to keep track of them, especially in deep underbrush or at night, and also gives you an idea of what weapons they're carrying.

Hunting is also greatly simplified by use of tags. It's easier to sight in on a distant animal's silhouette, and most of the herbivores on the island will run away as soon as they notice any human in the area. A quick tag lets you sort them out from the ground clutter and track them down.

Reconnaissance



It's easy to undervalue Jason's camera. Even after you've gotten a decent scoped rifle, the camera has a smoother and more powerful zoom, which enables you to tag enemies faster and from a greater distance than you can with a weapon.

When you're preparing to assault a fortified location, your first item of business should be to find a decent vantage point and scope it out with your camera. This enables you to keep an eye on every visible enemy in the area below you, which is a big help when it's time to go in there.

Melee

Jason is given a machete early in the game, which serves throughout as a tool for skinning animals, harvesting plants, cutting down unsuspecting sentries, and stabbing people. Your melee attack is actually very powerful, and even your default machete can kill an average target in two or three hits.

If an enemy survives your first melee attack or they have the chance to hit you first, they'll knock you off your feet with the stock of their rifles or shotguns. This opens you up to point-blank gunfire and stuns you for a couple of crucial seconds, which makes melee a bit less than viable unless you're truly desperate. Later in the game, you can pick up the Stone Wall skill, which makes it much harder to knock you down and makes stabbing people to death a much more viable part of your offensive strategy.

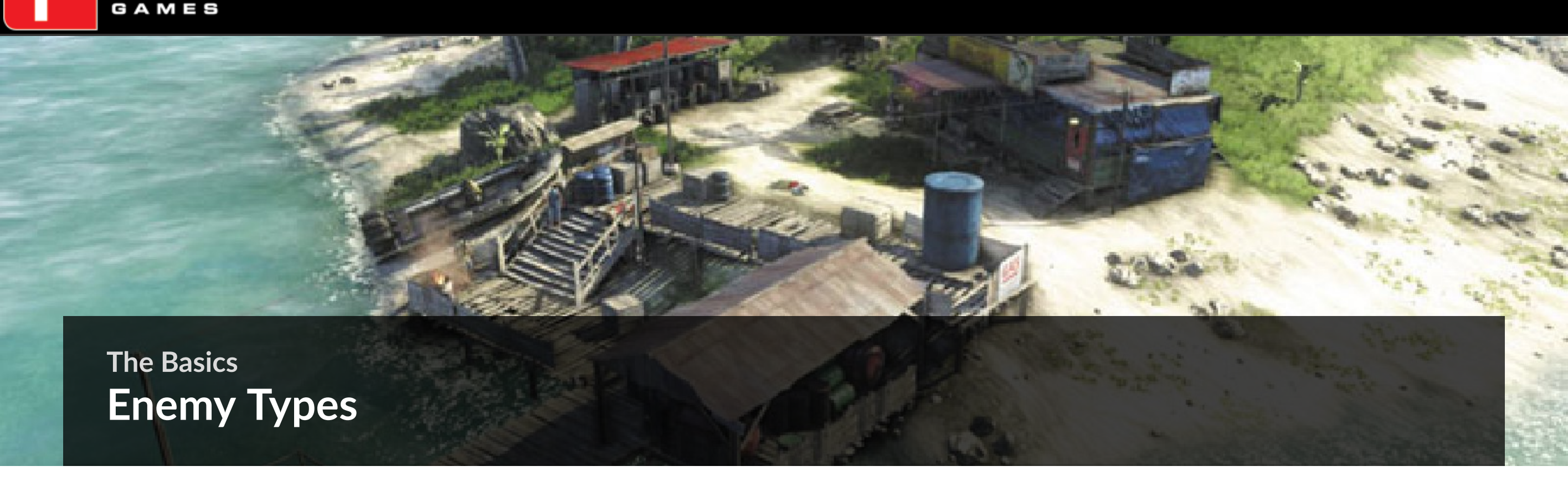
As you'll be able to tell when they are used against you, knives and arrows both bypass body armor. When enemies start showing up in bulletproof vests (or worse, in full suits of riot gear), you can shoot at them all day without any appreciable effect, but a few knife swings will do the job in seconds.

Flexible Response

The first couple of missions of *Far Cry 3* are arguably the toughest part. Once you've survived a few story missions and liberated a few outposts, you should have enough experience, crafting materials, and additional firepower to smooth your ride through the rest of the game.

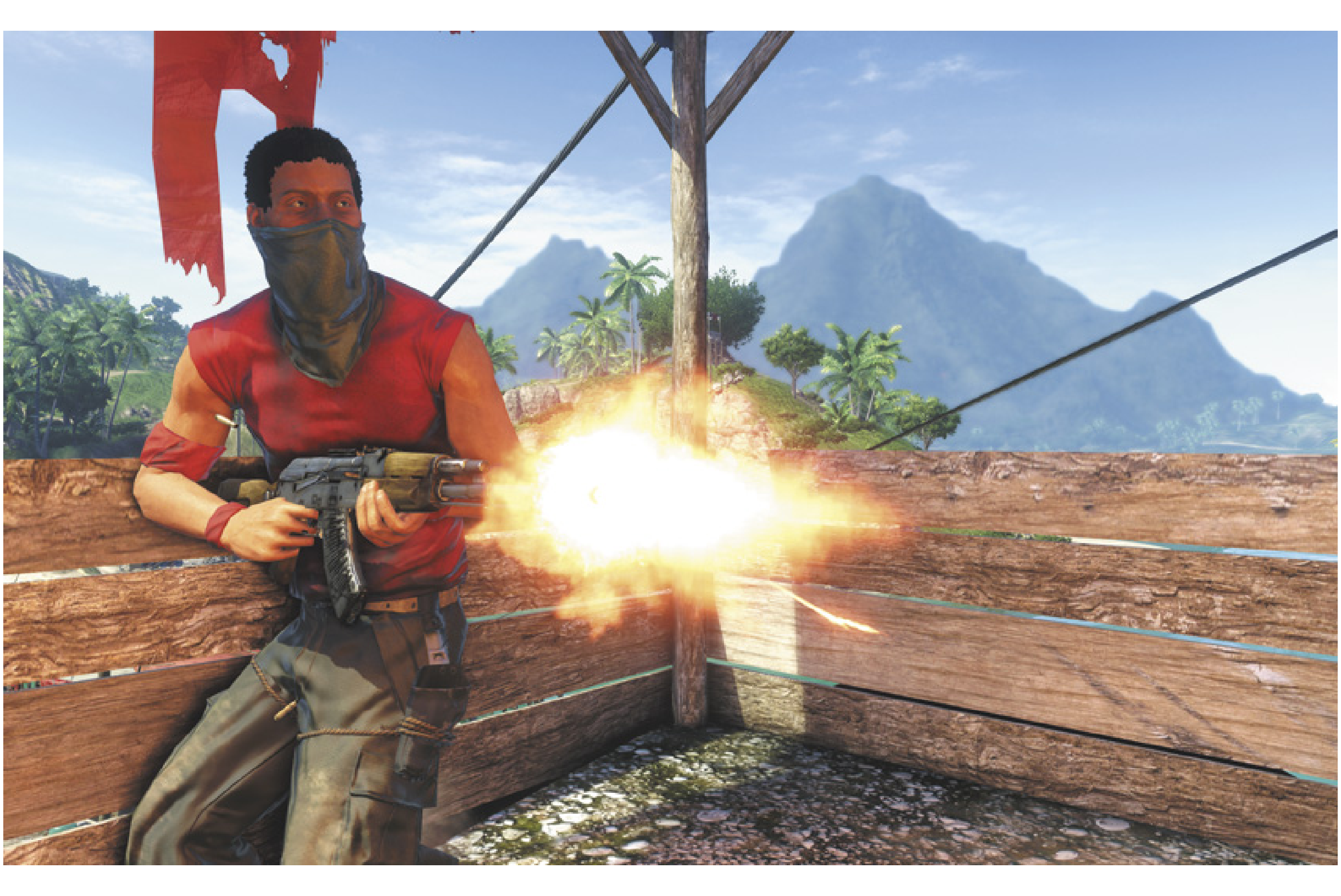
As you progress through the main campaign, you're also required to undertake a variety of different missions, ranging from assassination to infiltration. Particularly in the last half of the game, an all-out assault is not only unwise, but grounds for mission failure. Your best bet for survival and eventually success is to adopt a flexible outlook, keeping each of the available strategies in mind and switching between them as they're appropriate and available.

This guide's walkthrough is written with a heavy bias towards stealth, but it should not be considered the only way to get through the game. Don't be afraid to experiment and figure out what approach works best with your preferences.



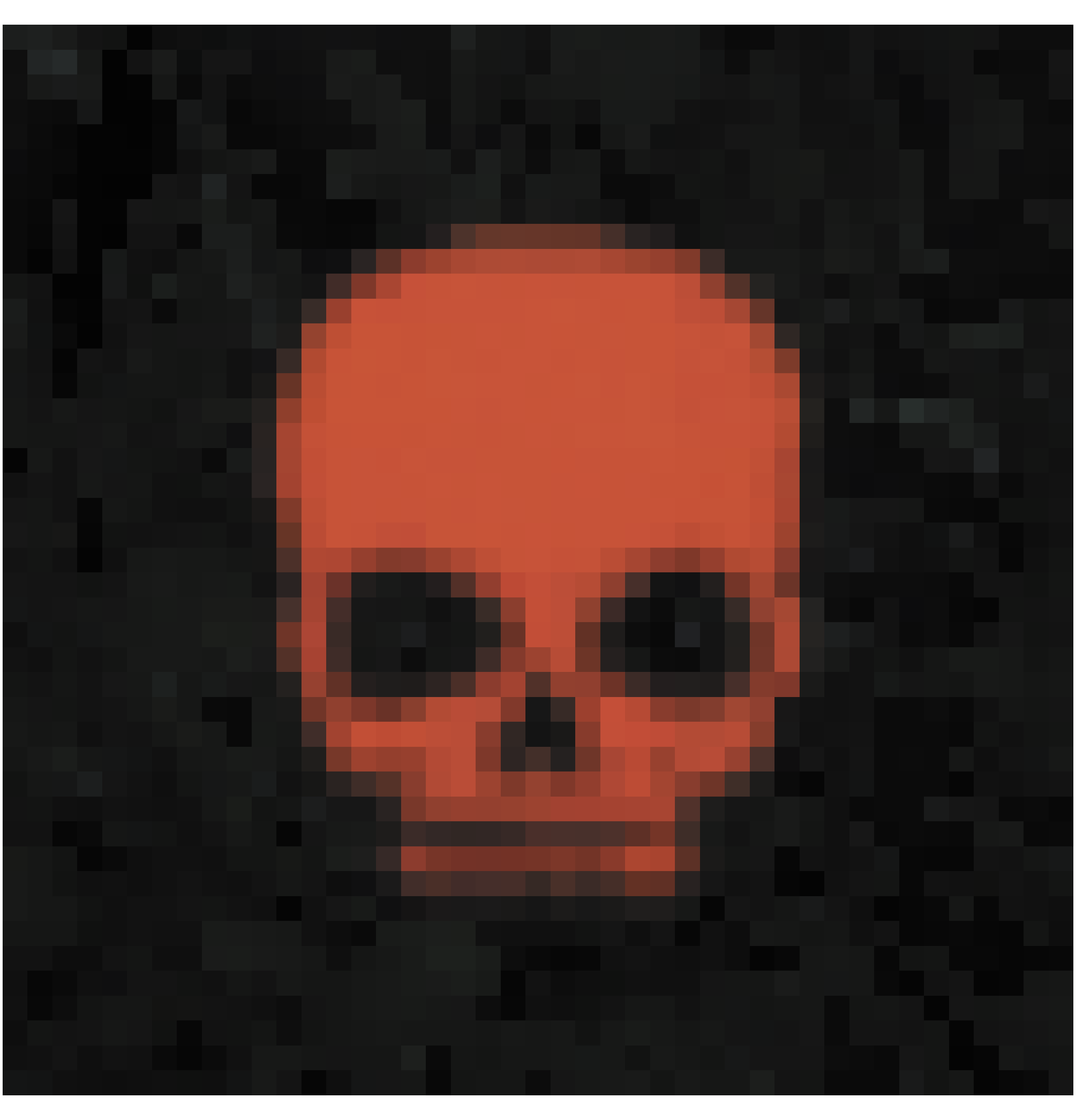
The Basics

Enemy Types



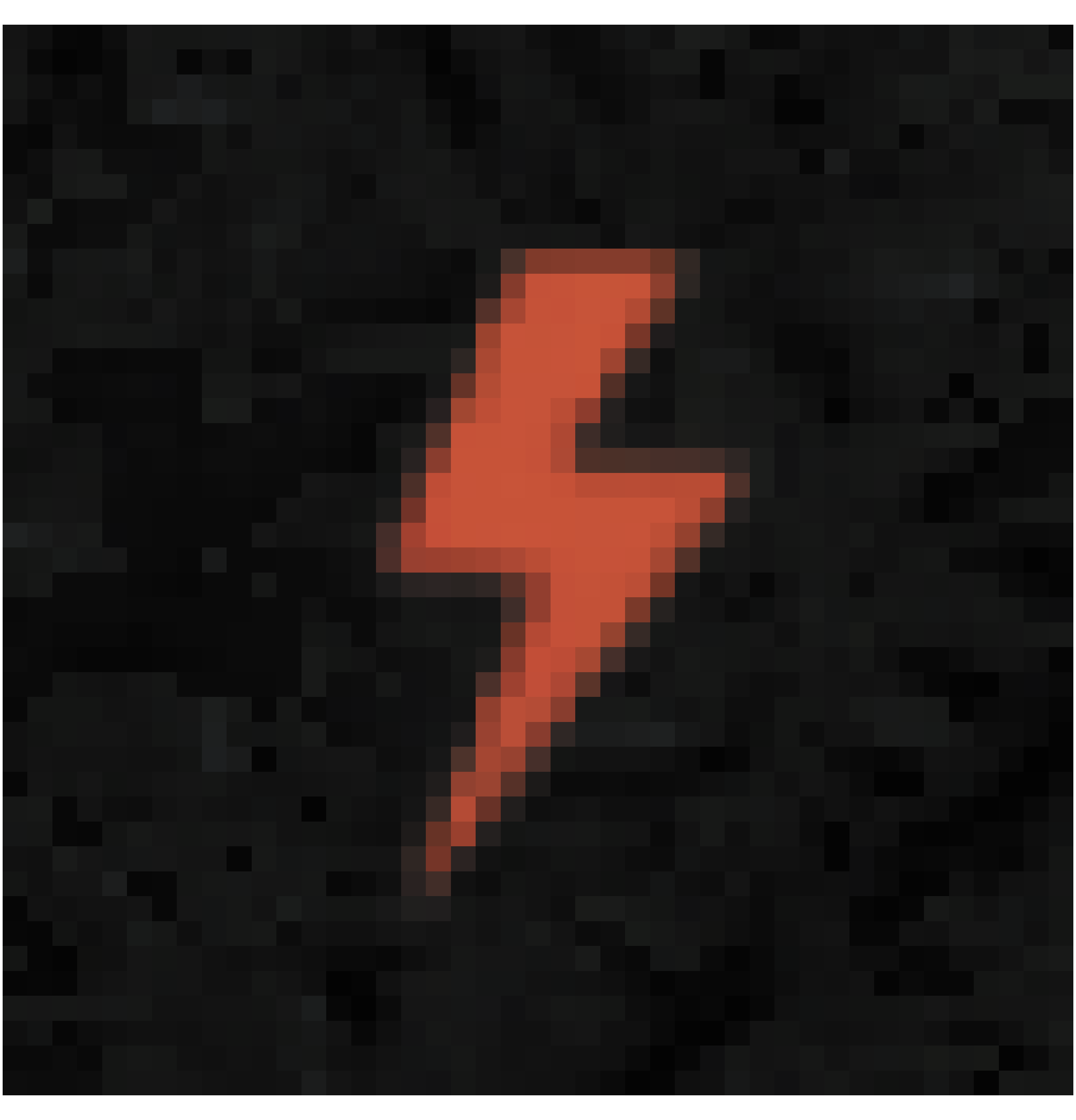
On the North Island, most of Vaas's pirates wear red shirts and masks. On the South Island, Hoyt's mercenaries are dressed in gray and wear body armor. By way of comparison, the Rakyat tend to dress in blue. When in doubt, your crosshair turns green when pointed at a civilian or friendly target.

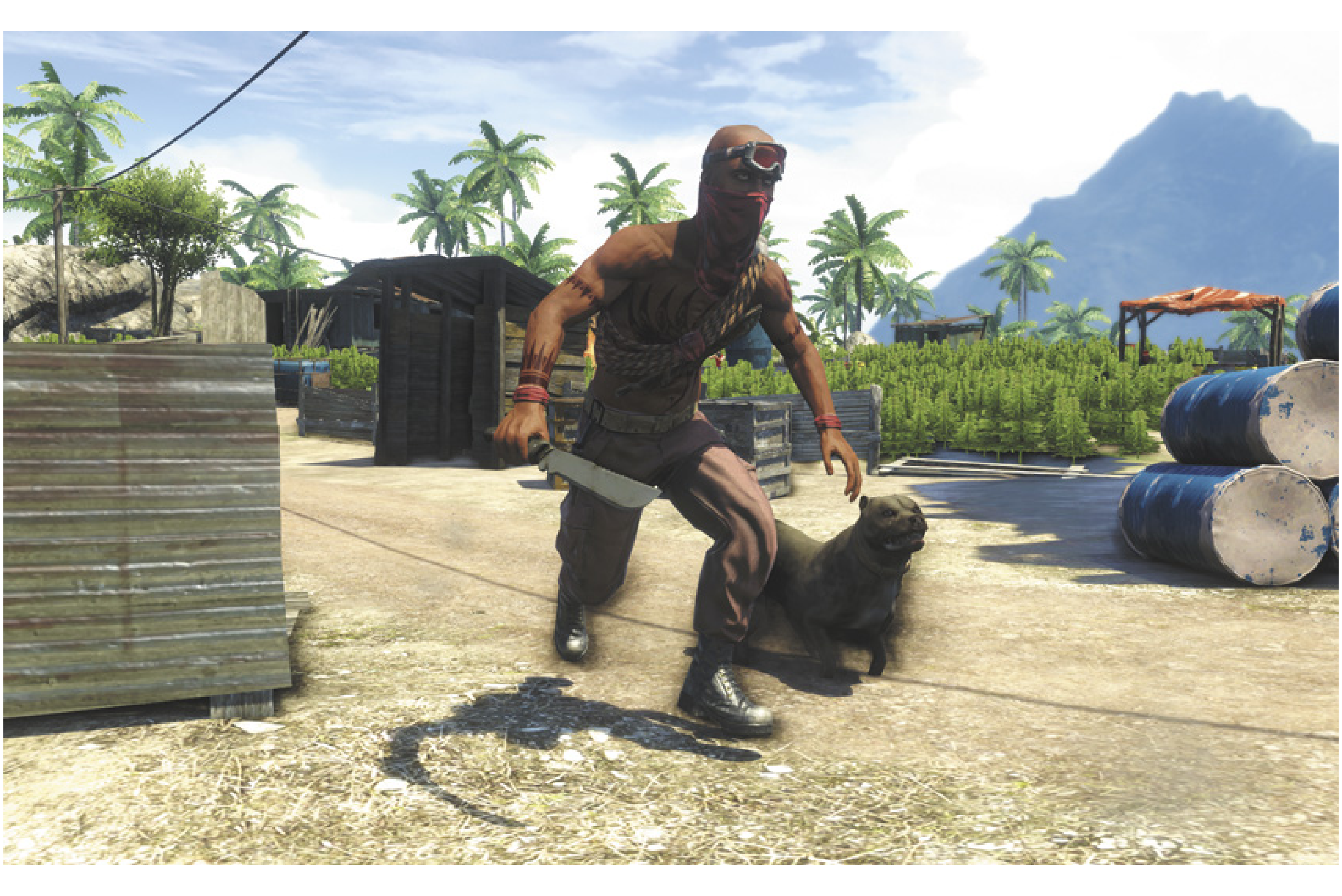
In addition to your standard-issue mercenary or pirate, which can be adequately described as a guy with a social disorder and an assault rifle, there are four specific enemy types in the game that behave according to different patterns. These can be identified at range by what weapons they carry, their uniforms, or by the icons that appear over their heads when you tag them.



Out in the world, many of the troops you encounter are going to be those standard-issue gunmen. Their standard operating procedure is to initially hunt for cover, hiding behind the nearest tree, vehicle, or building, before moving into a flanking position. They're very good at using superior numbers against you, and if you allow them to do so, you're going to be in serious trouble. Your best bet is to eliminate each one in turn quickly and decisively, before they have the chance to get tactical. They're occasionally joined on patrol by the following type of character.

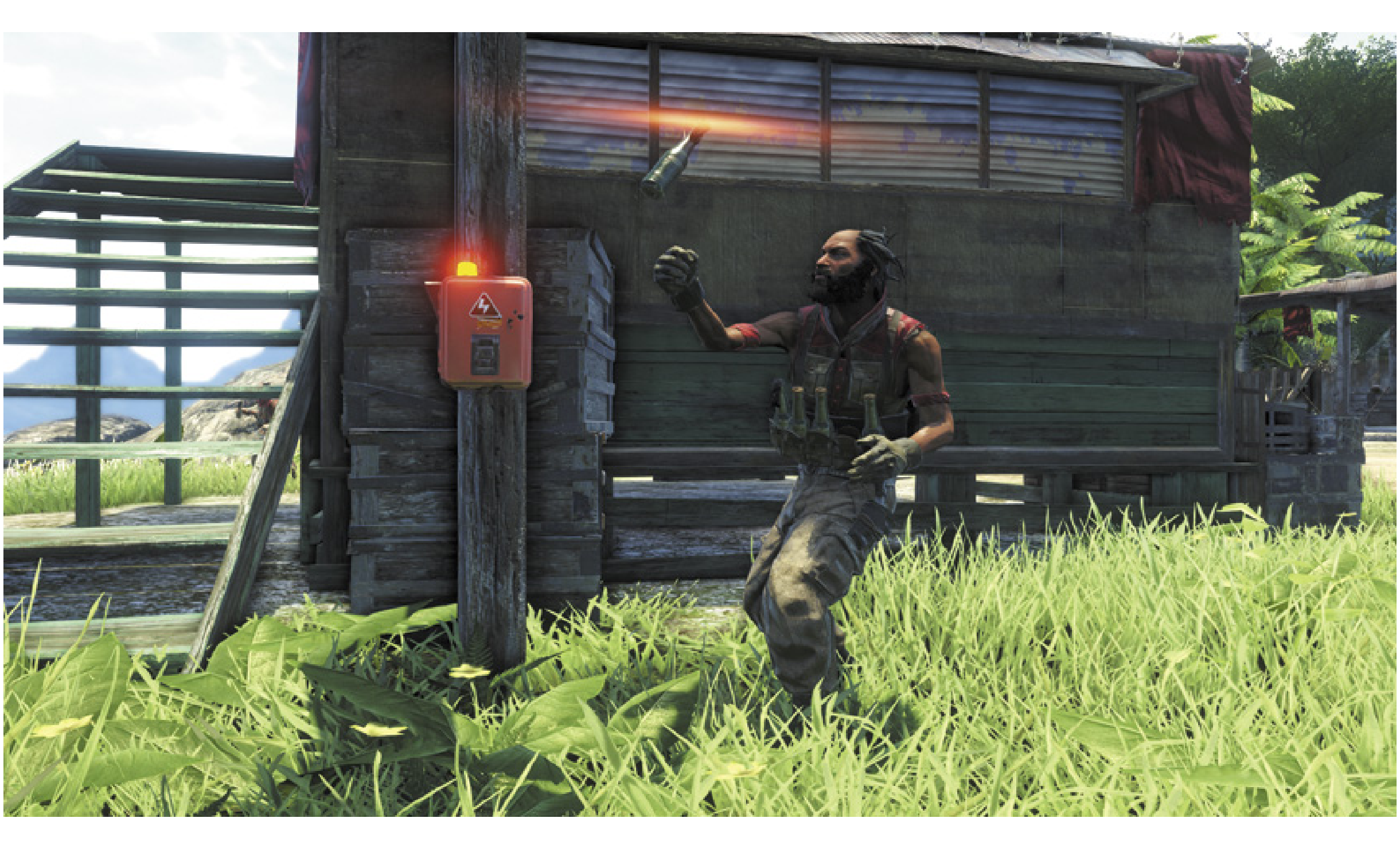
Charger





These guys are often tweaked out on something chemical and are not particularly burdened by a fear of death. Some favor knives, some carry shotguns, and others prefer to use Molotov cocktails with absolutely no thought given to whether or not it's a good idea. In all three cases, their basic strategy is the same: they run straight at a target and keep attacking until either they're dead or it is.

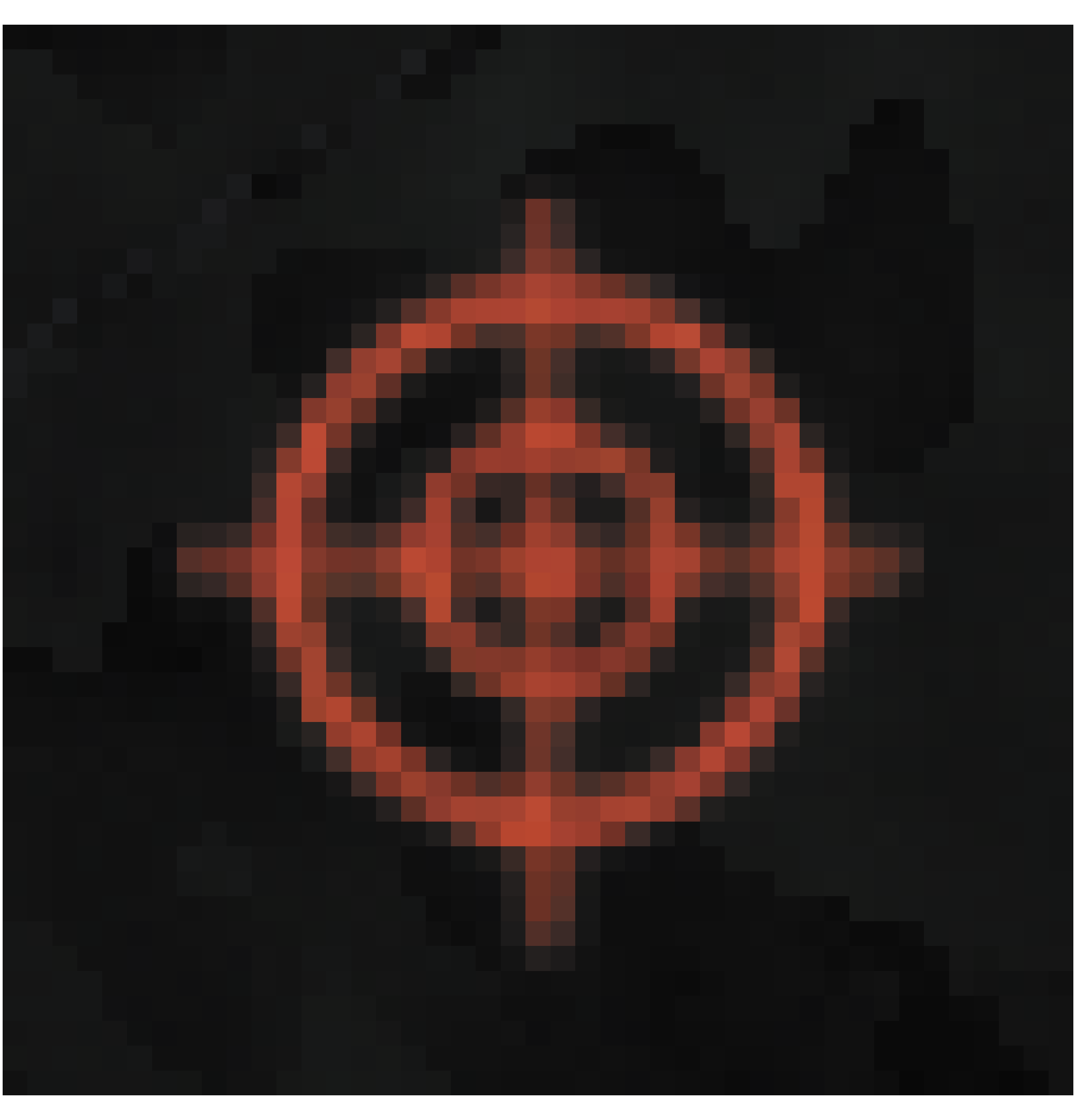
Note that chargers' knives can bypass body armor and inflict damage directly to your health bar. This makes them much more dangerous than you might expect. You can have a lot of fun with them if you lay a bunch of land mines directly in front of yourself, and then antagonize them with a couple of warning shots. Exit the chargers, often in pieces.

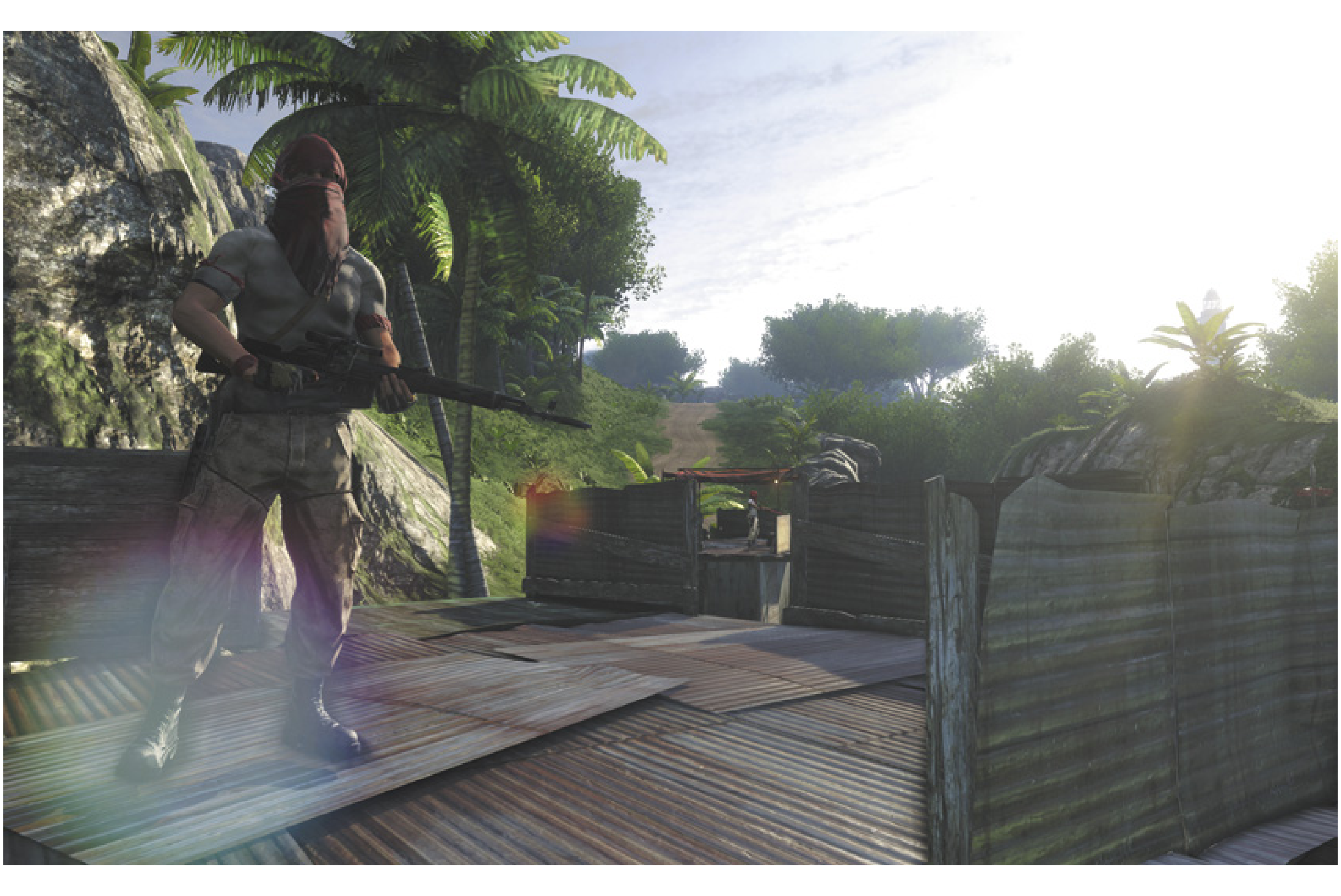


Molotov chargers can be harder to deal with. You can identify them from a distance by the bottles strapped to their vests, or by the fact that they're usually drunkenly staggering around. Hitting a Molotov charger in the chest or back often ruptures one of his firebombs and engulfs him in flames. This does not necessarily kill him but does mean he often comes reeling at you.

When you're attacking outposts or going on story missions, you can also run into these more specialized troops.

Sniper

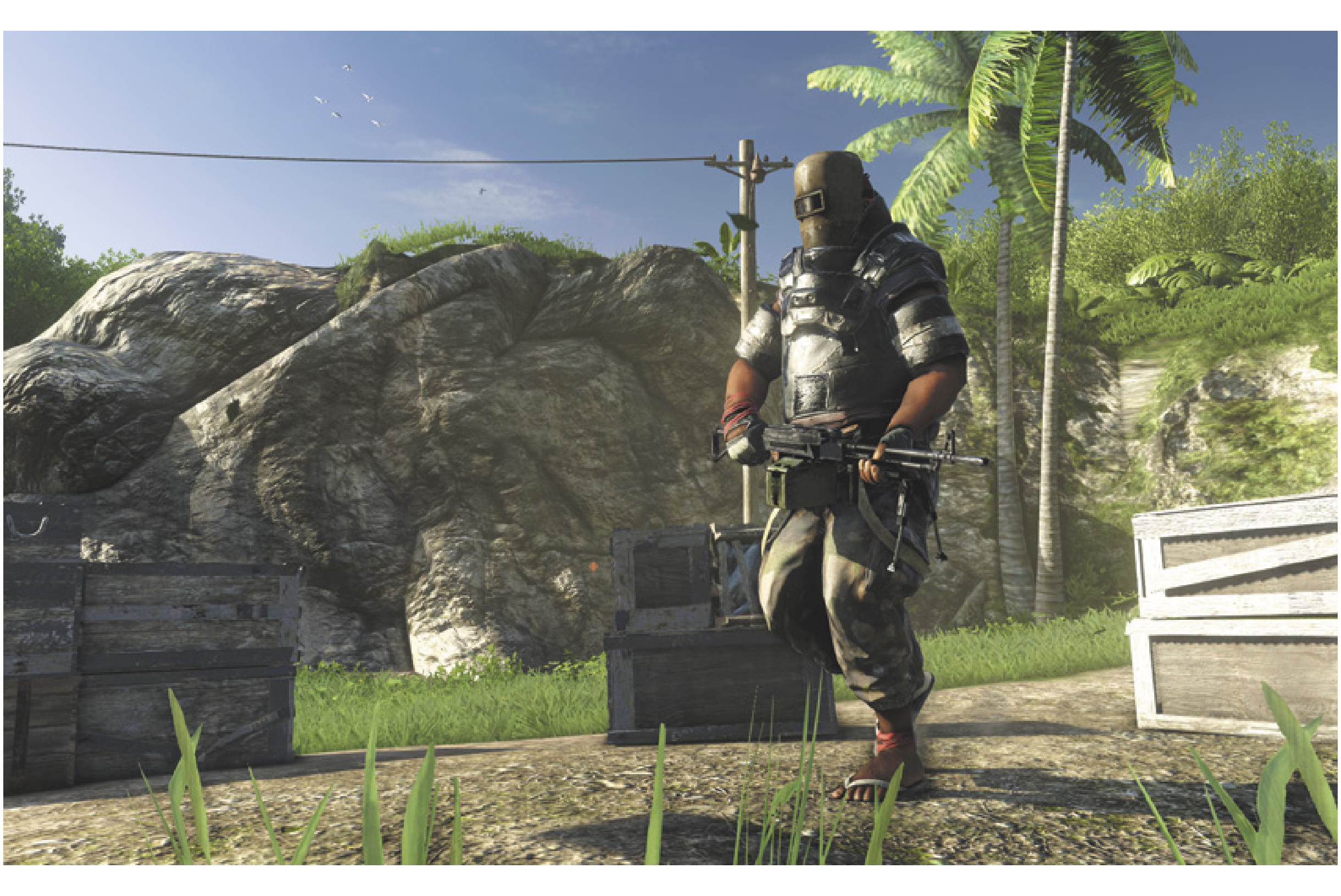


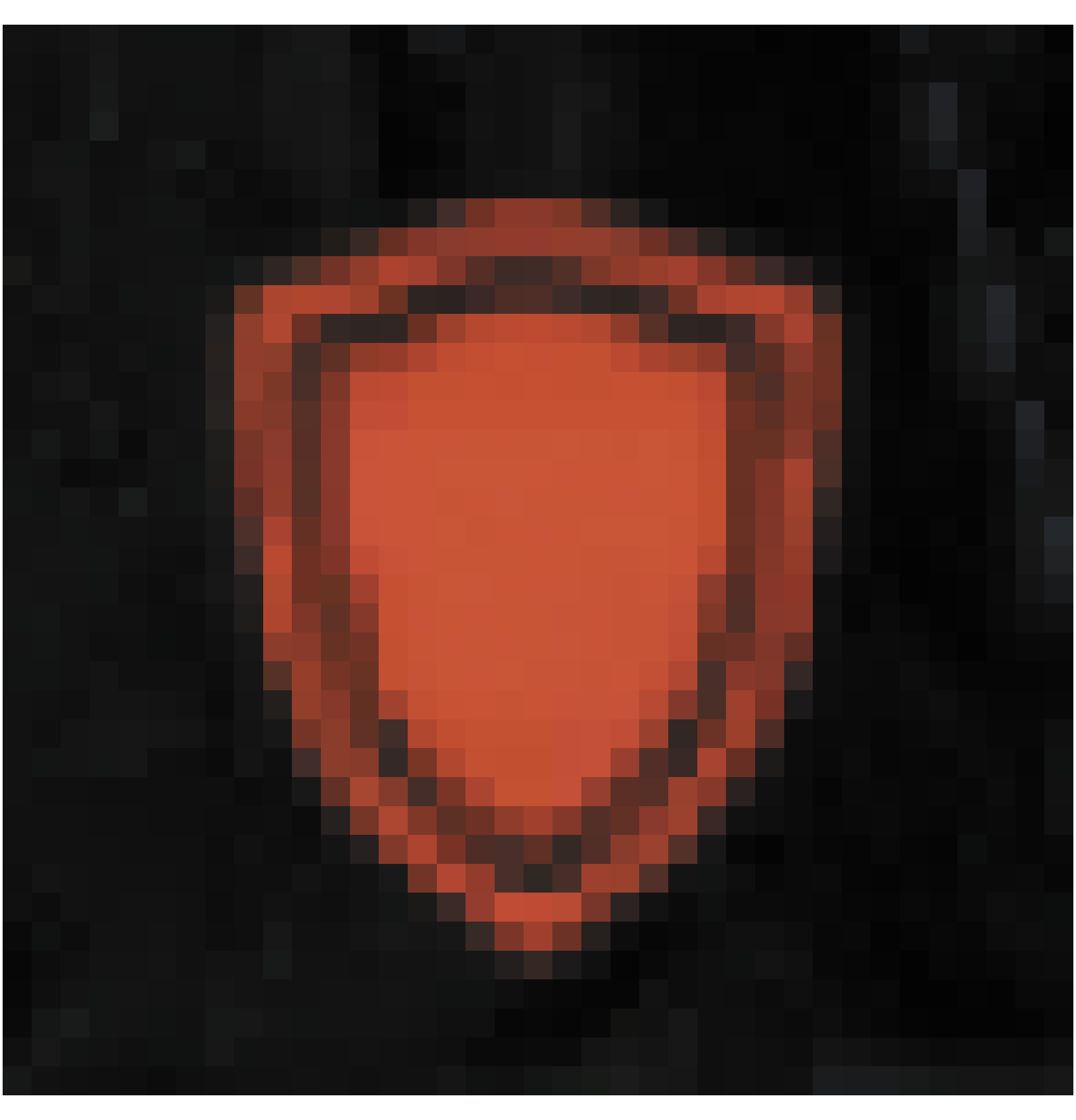


There are two kinds of snipers in the game. The first, and more common, is a guy with an SVD, who can often be distinguished from his forebears by the fact he's sweeping his entire cone of vision with a laser sight. This lets you see him from a long way off, but by the same token, he can also see you from a greater range than any other enemy. A shot from a sniper can knock off up to two blocks of health while simultaneously damaging your body armor, and if snipers have you in their sights, they don't tend to miss. The only way to avoid sniper fire is to break the line of sight; just sprinting to the side won't work.

The second variety of sniper is carrying an RPG-7, which may constitute an abuse of the term. They do not use a laser sight and are usually only identifiable by the presence of the RPG-7 itself. If alerted to your presence, they retreat to a safe distance and pelt your position with anti-tank rockets. Their aim isn't great and the rockets are easy to see coming, but it's still something you want to deal with early on. The advantage to an RPG is that they only have to get lucky once.

Heavy



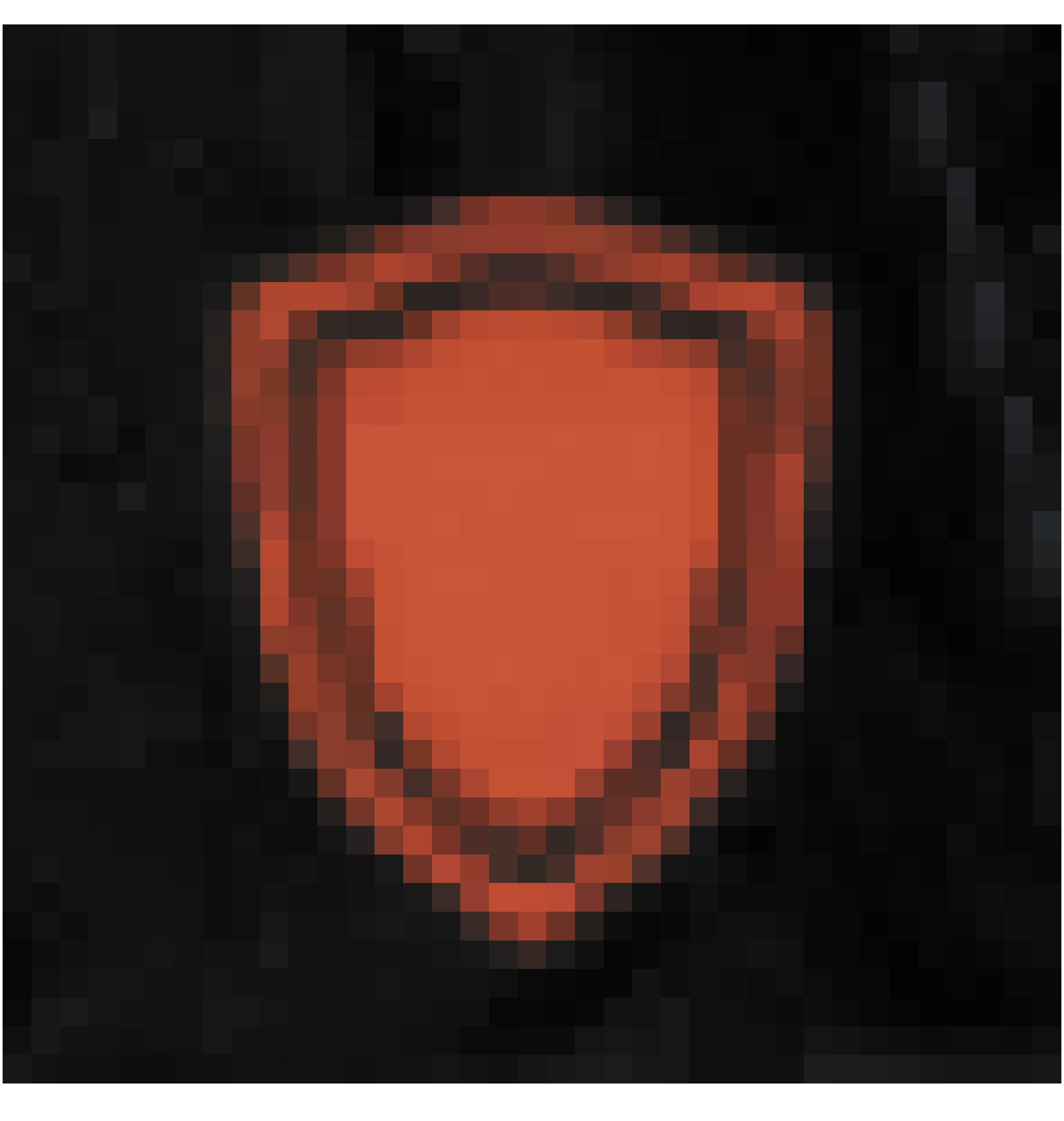


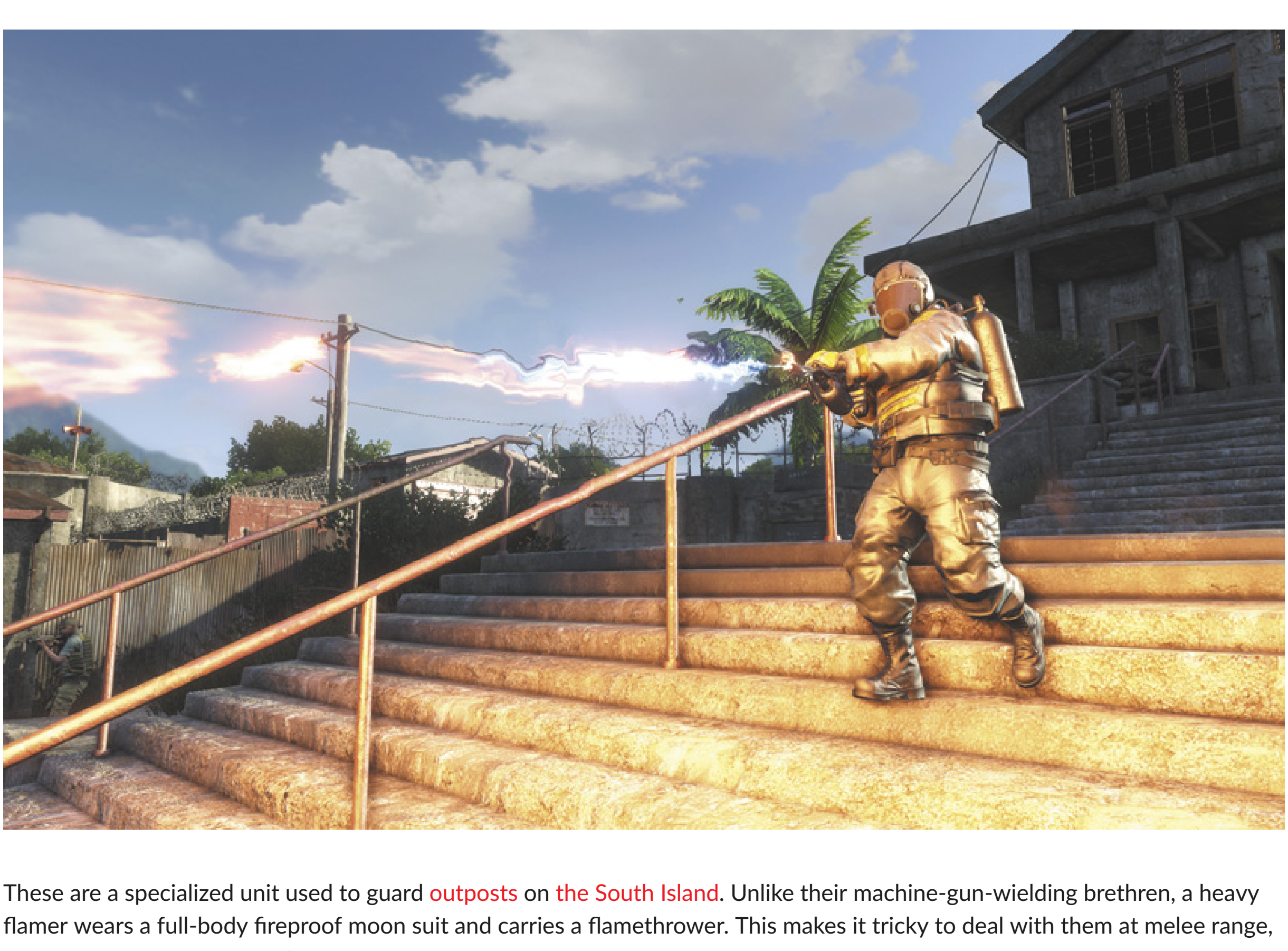
These guys are draped in full-body riot armor and carry PKM LMGs. When they spot you, their favored approach is to walk straight toward your position and pour bullets into you until you drop. Thanks to their armor, they can shrug off most small-arms fire and are immune to standard Takedowns. To kill a heavy easily, shoot off his mask and then take a headshot.

One advantage you have is that, as you might notice when you're dealing with chargers, body armor doesn't protect very well against knife attacks. If you're at melee range with a heavy, you can take him down in a few panicked swings, although he's likely to be firing at you at point-blank range the entire time. Late in the game, you can unlock the Heavy Takedown skill to quickly eliminate them. Once you have Heavy Takedown, any Takedown method, such as pulling them into a river or jumping on them from overhead, will work to eliminate a heavy.

If you're stuck dealing with a heavy at medium to long range, your best bet is probably to use explosives or Molotovs. Heavies move slowly and in straight lines, so it takes a trivial effort to get one to chase you right to where you left a few C4 charges. They also crumple like anyone else if you manage to find a mounted gun to use against them.

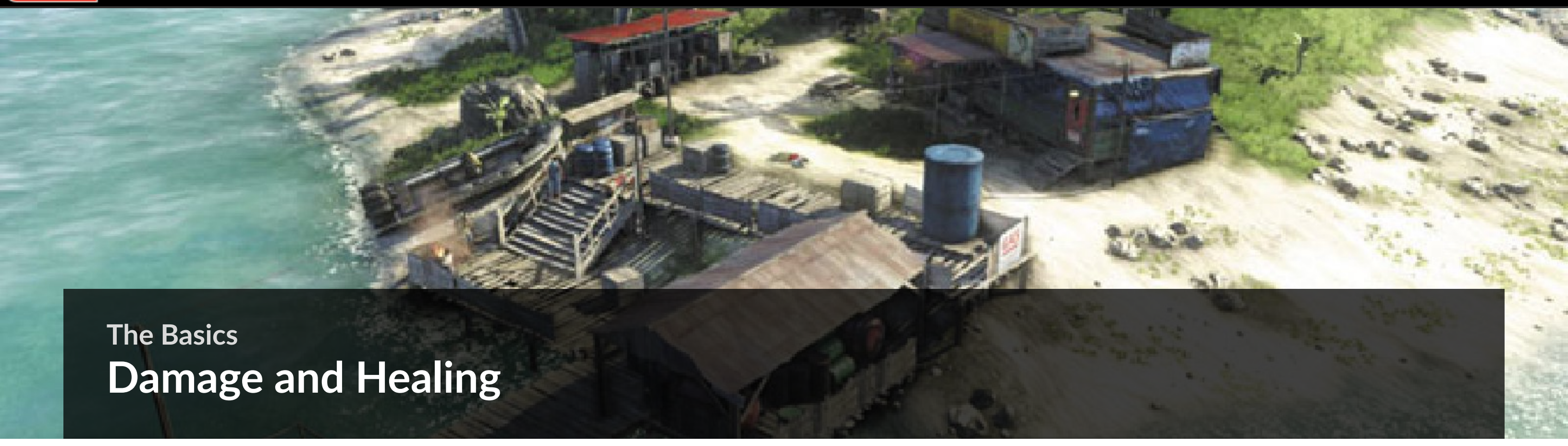
Heavy Flamer





These are a specialized unit used to guard outposts on the South Island. Unlike their machine-gun-wielding brethren, a heavy flamer wears a full-body fireproof moon suit and carries a flamethrower. This makes it tricky to deal with them at melee range, as Jason tends to panic if he's on fire.

As with heavies, they're immune to Takedowns until you acquire the Heavy Takedown skill, and most of the same rules of engagement apply. Stab them to death from behind if you can, and if you can't, use high explosives or a mounted gun.

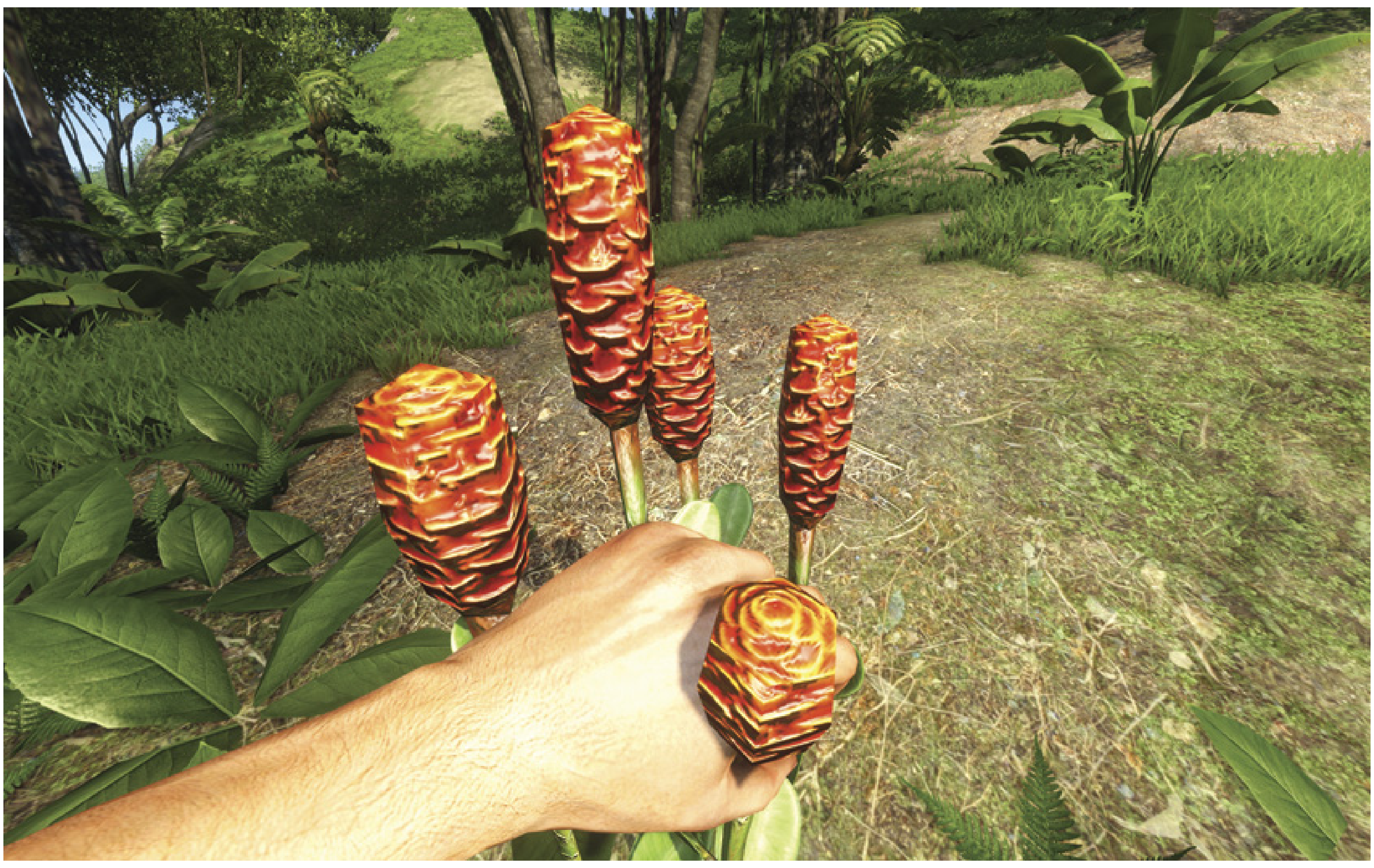


Damage and Healing

At the start of the game, Jason has two blocks of health. If a given injury depletes part of a block of life, it gradually refills itself if you can go for a few seconds without taking any more damage. You can eventually acquire up to four additional blocks of health by purchasing the appropriate skills.

Once a block of life has been emptied, it stays that way until you heal it. You can purchase Medical syringes from vendors for $100 apiece, find them in the game world inside white and red medkits, or produce them yourself through crafting, for the cost of one Green Leaf per syringe. They heal a base of two blocks of life each, and can be augmented to heal up to six by acquiring certain skills. You receive the Needle Exchange Achievement/Trophy for creating a total of 25 syringes, and Medical syringes are likely to be a significant portion of that number.

If you have no Medical syringes on hand, you can also employ basic first aid to restore some of your life. This takes a second longer than using a syringe and isn't quite as effective, although like syringes, you can purchase particular skills to improve the efficiency of first aid. These skills may seem like a waste of points, given how common medkits and Green Leaves happen to be, but they're useful in certain story missions towards the end of the game.



Green Leaves are very common in the game world, although they are not native to every part of Rook Island. They're particularly rare on the South Island, so it's useful to stock up on them whenever they're readily available. The countryside around Amanaki Village is particularly full of them.

It is very easy to take more damage than you think you did in *Far Cry 3* . Jason can absorb a couple of bullets without it really slowing him down, but sustained weapons fire from multiple targets, melee attacks, certain animals' bites or claws, explosions, and fire can all drain your life very quickly. Even if you think you're in good shape, stay moving, make use of hard cover, and keep one eye on your health meter. Syringes are cheap, and you should never hesitate to use one even if it seems like a waste. You are always closer to dead than you think you are.

This goes double for falling damage, which ramps up quickly. Even a short fall can knock off a block of Jason's health, and anything higher than forty feet or so can kill him outright. (Jason is heavily bullet resistant, but as you'll discover over the course of the game, he's got bad knees and a glass jaw.) Be very careful around high ledges.

In the event that you die, you return to the closest safe house or equivalent location. Your equipment and accomplishments are reset to what they were at the time of your last auto-save, and any random encounters you ran into have since reset and despawned. You are not able to die your way through an encounter in this game.

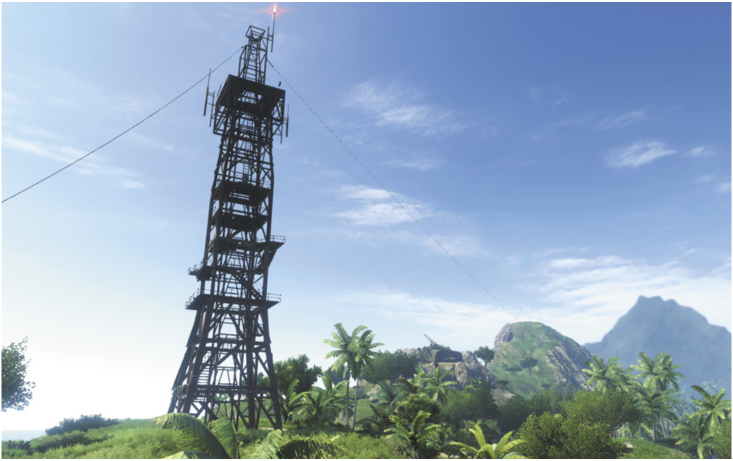
The Basics

Weapons and Items

WE BUY ALL MEAT
GUNS FOR SALE

Your first gun, purchased with a loan from Dennis, is an old M911 .45 pistol. This is completely insufficient for the job at hand and you should be looking for the opportunity to upgrade. The first option to do so is right after you bring down the first radio scrambler outside Amanaki Village, as the general store owner in town will make a couple of other guns available for free as a reward.

Both human clerks and self-serve gun vending machines share the same available inventory. Whenever you purchase a new weapon or modification from them, it becomes a permanent feature in their menu, and you can equip it for free at any point thereafter by visiting any clerk or vending machine in the game. You must purchase the gun in question to unlock it in this way; picking up an AK-47 or M133 from a dead pirate does not count as having purchased it.



The prices for new guns can be steep, particularly early in the game, but as Dennis explains to you, the local merchants would be doing a lot more business if not for Vaas. You can expand their inventory and connections by finding and disabling the scrambler devices on the radio towers scattered throughout the island. As a reward for doing so, the island's merchants will waive their costs for most of their weapons. They'll still charge you for ammunition, explosives, medicine, and body armor, but hey, everyone's got to eat.

What this means to you is that unless you're desperate, there is no real reason to actually pay for a normal gun in *Far Cry 3* . By the time you've disabled a few radio towers, most of the guns in the game will be available for your use absolutely free. In the meantime, you can find most of the weapon types in the game on Vaas's men. Any missions that require the use of a specific gun will also have one lying around near their starting points.

Signature Weapons

The exception to the "don't pay for anything" rule is with the signature weapons. These are high-end, heavily modified guns that become available for purchase after you've accomplished certain associated tasks. They are all expensive, they are never offered for free, and they are all very much worth the asking price.

Ammunition

Early in the game, when Jason's storing everything in the pockets of his cargo pants (we hope), you can't carry a lot of spare ammo. It's going to make fights short, brutal, and occasionally desperate, as it's very easy to run dry in mid-battle.

Dead opponents drop their main weapon, which is worth half a clip's worth of its designated ammunition (for instance, a dropped AK-47 is worth 15 rounds). You can also find small boxes of bullets in the game world, which do not respawn and which provide a small amount of ammo for every weapon type you're carrying at once. Larger ammo stores, which can be interacted with, give a larger bonus and can be used up to three times before you expend their supply. RPG-7 and GL-94 ammunition and flamethrower fuel can be found in the larger ammo stores but not in the smaller boxes. You may also discover small amounts of ammo or a single grenade inside loot boxes or by looting corpses.

To resupply, visit the island's vendors. You can purchase specific ammunition a bit at a time, or buy a full bandolier for every available gun and throwing item you have, with a 20% discount for buying in bulk. When you use that option, you automatically refill your supply for whatever weapons you're carrying at the time. If you want to buy bullets for a gun you aren't using (for instance, sniper rifle ammo when you aren't carrying a sniper rifle), you'll have to do that manually.

At the start of the game, you have the inventory space to carry a single firearm as well as a couple of grenades, Molotovs, C4 charges, and land mines. (Really, it's a wonder anyone's willing to shoot at you.) You can eventually create new holsters that let you bring up to four guns into the field with you, and unlike most of the other crafting items, the materials to do so are readily available.

You have a very low ammo capacity until you craft your first ammo pouch, which limits your choices in the field. Most of Vaas's pirates use assault rifles or shotguns, which means you'll be using them as well, so you can steal and use ammunition from dead enemies. Once you've had the chance to do some crafting, you can make a better pouch in which to store your ammunition and you have a lot more flexibility.

You can create up to four additional pouches over the course of the game, each of which adds to your capacity for that weapon in a fixed amount.

Handgun Rounds: +12/+12/+48

SMG Rounds: +40/+40/+40/+80

Shotgun Shells: +6/+6/+18/+14

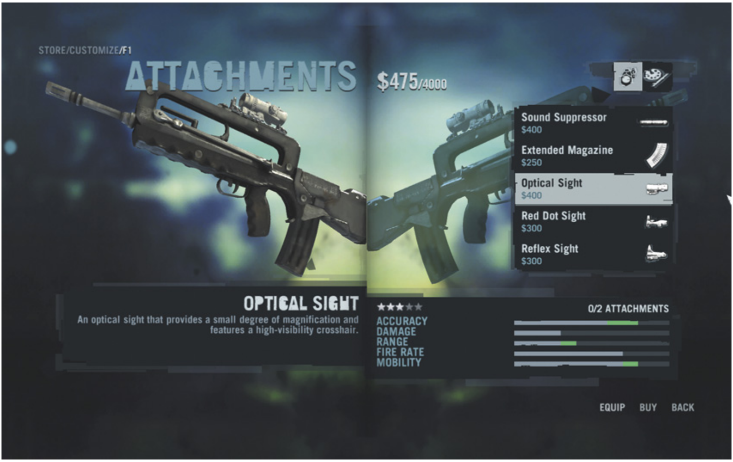
Assault Rifle Rounds: +60/+30/+30/+120

Sniper Rifle Rounds: +5/+5/+5/+10

LMG Rounds: +80/+80/+80/+80

Grenades and Molotovs work a bit differently than other weapons. At the start of the game, your carrying capacity for either is a flat zero and you cannot buy them from the vendor in Amanaki Village. Once you've found some, likely from loot boxes or by searching dead pirates, your base capacity goes up to 2 and they become available for purchase. Crafting a new Throwable Pouch improves your capacity by 2 every time you do it, to a maximum of 10.

Customization



An optical sight that provides a small degree of magnification and features a high-visibility crosshair.

When you first pick up a gun, it has no attachments and comes in a standard color. When a weapon is unlocked for your use at any vendor on the island, you also have the ability to pay for certain special after-market modifications to the gun, which are permanent until you opt to remove them. You can also drop $200 apiece for one of six customized paint jobs, which differ by the individual weapon.

Buying all six paint jobs and all available attachments for a single weapon unlocks the Aftermarket Junkie Achievement/Trophy.

Extended Barrel: $350

Adding a longer barrel improves a weapon's accuracy, damage, and range. It is only available for the .44 Magnum handgun.

Extended Magazine: $250

This adds a flat 25% boost to the capacity of a weapon's clip. This also indirectly improves your total ammunition capacity for a weapon, as the bullets currently loaded into a gun do not count against your overall limit for that weapon's ammo.

High-Power Scope: $550

This can only be applied to a sniper rifle, which gives it a zoom lens. It also improves a weapon's accuracy, range, and mobility.

Illuminated Scope: $300

While an illuminated scope does not provide quite as high of a bonus to a weapon's range as the high-power scope, it gives the same benefits to its accuracy and mobility. It also provides an illuminated reticule for improved vision during night operations, which is a fancy way to say the crosshair is red. In practice, the high-power scope tends to be a much better option.

Marksman Scope: $450

This high-end scope is only available for a couple of the more expensive rifles and machine guns. It provides bonuses to accuracy, range, and mobility while installing a weak scope along a weapon's iron sights for a slight amount of magnification.

Night Sight: $100

This inexpensive attachment gives a gun a slight bonus to its accuracy. It highlights the gun's iron sights with some bright neon paint, which helps your aim in darkened areas.

Optical Sight: $400

For raw stat bonuses, the optical sight is the best mod possible, providing a significant boost to a weapon's accuracy, range, and mobility. It actually installs a small scope on the top of a weapon, which gives it a bonus at short to medium range.

Red Dot Sight: $300

Reflex Sight: $300

Red dot and reflex sights cost the same and provide the same flat statistical bonus to a weapon's accuracy and mobility ratings. The difference is largely down to personal preference, as both give you an attachment on the top of a weapon that makes it a bit easier to target when you're aiming down a weapon's iron sights.

Sound Suppressor: $400

Your typical silencer. The utility of having silenced weapons on hand cannot be stressed enough, and it's arguably one of the most useful modifications for any weapon that has it as an option.

Availability

Most of the normal guns in the game are available at the first vendor you see, right there in Amanaki Village.

The exceptions are the D50, BZ19, Vector .45 ACP, SPAS-12, P416, Z93, ACE, and MKG. These become available for purchase upon the completion of the "Three Blind Mice" story mission, right after you're able to reach the South Island.

Handguns

You can use a handgun while you're on a zipline if you've purchased the Line Gunner skill. Beyond that, there's no real reason to use one besides personal preference or pure style, although the D50 does chew through normal troops.

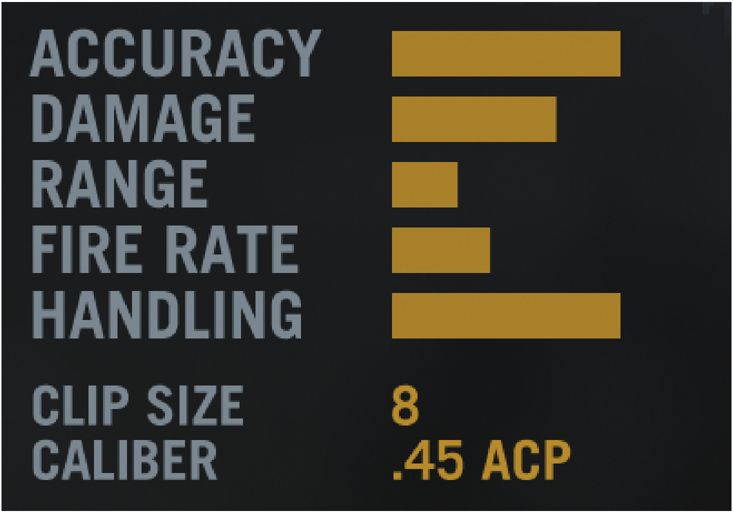
Base Ammo Capacity: 24

1911 .45

Available Mods: None

Attachments: 0

This is the first gun you can get. It's reasonably accurate and the high caliber gives it some decent stopping power, but the low clip size is a problem. You'll want to upgrade as fast as you can.

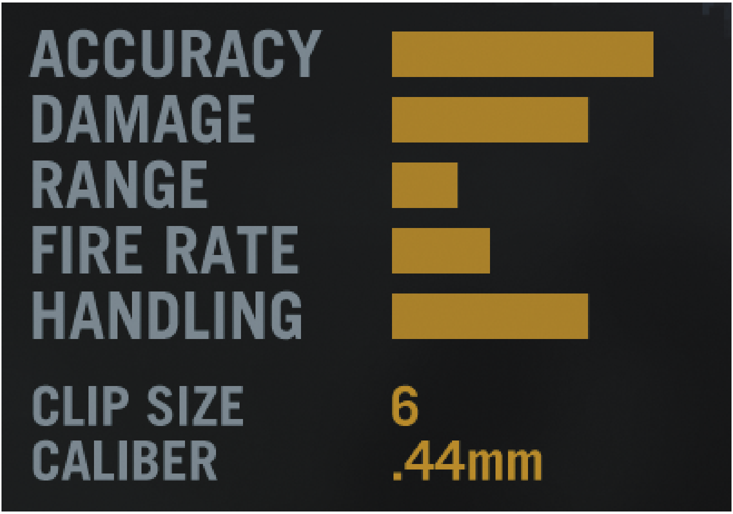


.44 Magnum

Available Mods: Extended Barrel, Night Sight, Red Dot Sight, Reflex Sight

Attachments: 2

You cannot upgrade its capacity and it takes a while to reload, but the .44 Magnum is not just a handgun. It is a statement. It is also arguably a siege weapon. For pure damage in this category, it's hard to beat, and is only outclassed by the D50.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

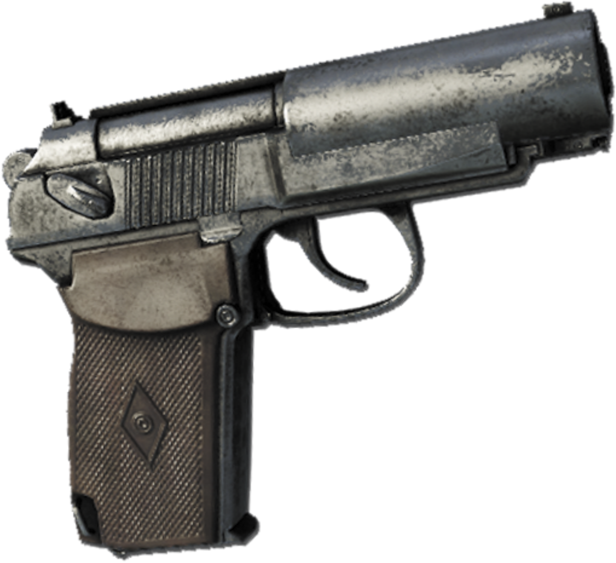
CLIP SIZE 6
CALIBER .44mm

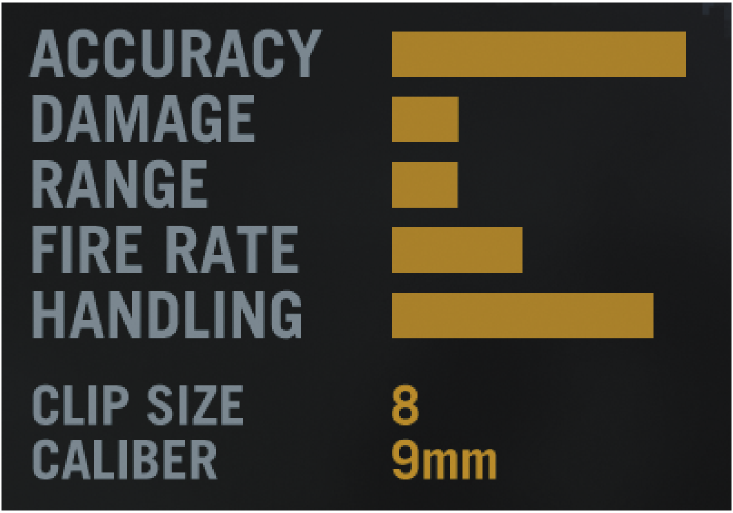
6P9

Available Mods: Sound Suppressor, Extended Magazine, Night Sight

Attachments: 2

The 6P9 is probably the lowest-caliber weapon in the game and inflicts very little damage compared to other firearms. That makes it decent against unarmored humans or light game, but it'll merely annoy someone in body armor or anything bigger than a boar. On the plus side, you can equip it with a silencer, it's very accurate, and you can get it for free. It's an excellent early option for players who prefer a stealthy approach, but you will rapidly acquire better weapons.





ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

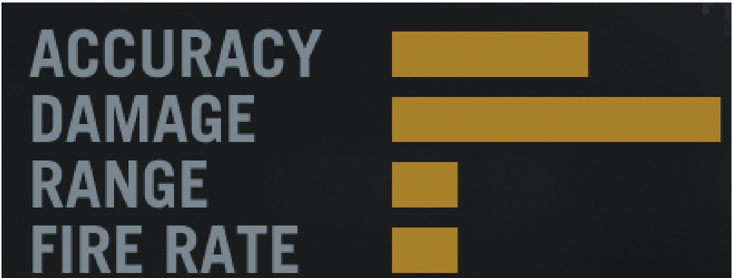
CLIP SIZE 8
CALIBER 9mm

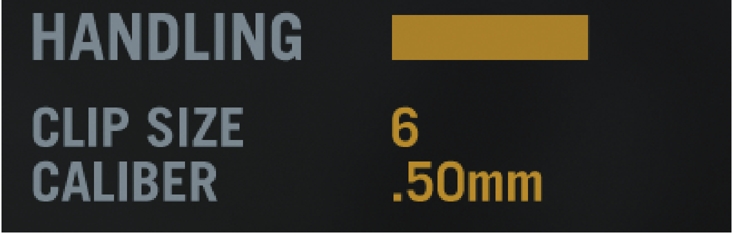
D50

Available Mods: Extended Magazine, Night Sight, Optical Sight, Red Dot Sight, Reflex Sight

Attachments: 2

Sometimes you want a personal sidearm that is capable of taking down an angry finback whale. That would be the D50. It is not a subtle gun, but for sheer damage, it is arguably the best possible use of your handgun ammunition. It's accurate, stable, and provides a truly ridiculous level of raw stopping power, without the low capacity and reload time that plagues the .44 Magnum. For some reason, you can use this while you're on a zipline, thus proving that Jason Brody is some kind of cyborg.





HANDLING

CLIP SIZE 6

CALIBER .50mm

SMGs

The name of the game with SMGs is accuracy by volume. An assault rifle or LMG provides greater damage per bullet, but SMGs tend to offer a greater rate of fire. If you prefer to spray and pray, an SMG is useful for that purpose. Most are also small enough that you can use them one-handed, and with the Line Gunner skill, that means you can fire them while you're using a zipline. There is a certain level of raw style involved when you riddle a location with bullets while you're sliding down a wire, and that's probably the single best reason to carry an SMG.

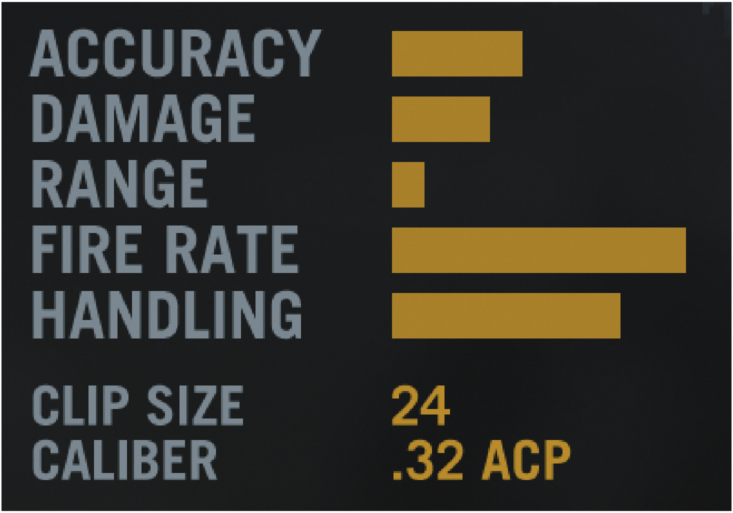
Base Ammo Capacity: 40

Skorpion

Available Mods: Sound Suppressor, Extended Magazine

Attachments: 1

The Skorpion is carried by a lot of enemy snipers as a fallback weapon for short-range work. It's inexpensive, easy to find, and is clearly worse than every other SMG in the game. If you like SMGs, find the first upgrade you can.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

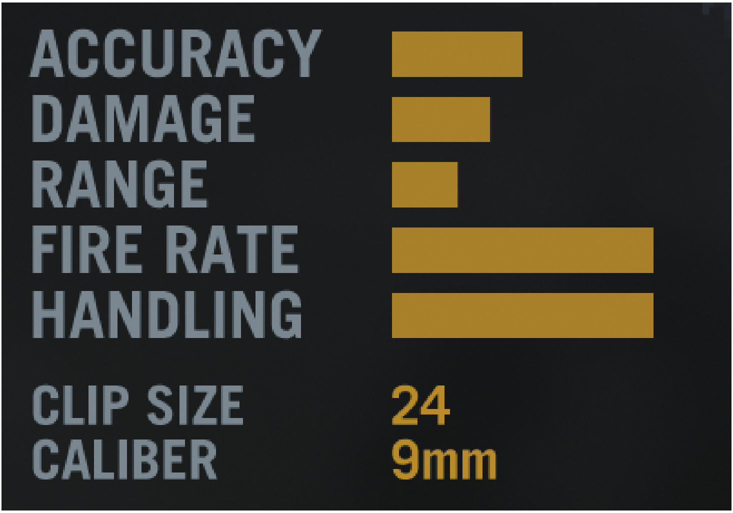
CLIP SIZE 24
CALIBER .32 ACP

A2000

Available Mods: Sound Suppressor, Red Dot Sight, Reflex Sight

Attachments: 2

The addition of a suppressor and some upgraded sights makes the A2000 an all-around better performer than the Skorpion, particularly if you're trying to avoid attention. It's an excellent weapon for when an infiltration goes sour on you, but it's a middle-of-the-road option between the Skorpion and the MP5. You can sometimes find one for free on an enemy sniper.



CLIP SIZE 24

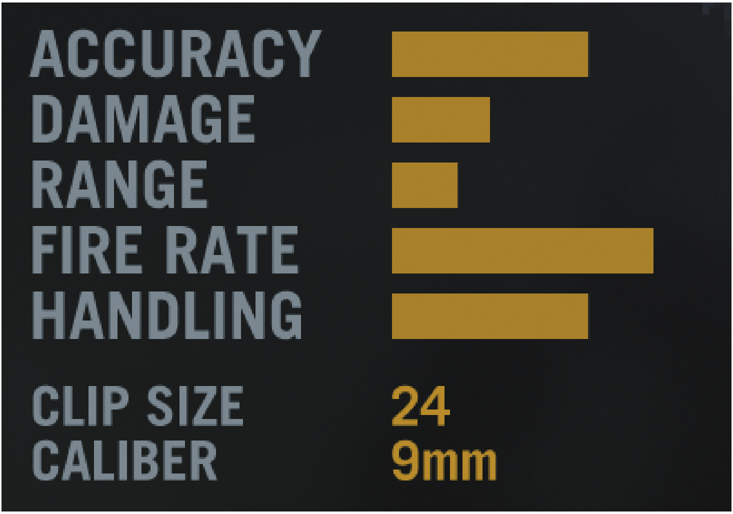
CALIBER 9mm

MP5

Available Mods: Sound Suppressor, Extended Magazine, Red Dot Sight, Reflex Sight

Attachments: 2

Yet another incremental upgrade from the previously available SMG, the MP5 has a long and storied history in video games. It's reliable, precise, and lethal, and is a clear upgrade over the A2000.



ACCURACY

DAMAGE

RANGE

FIRE RATE

HANDLING

CLIP SIZE 24

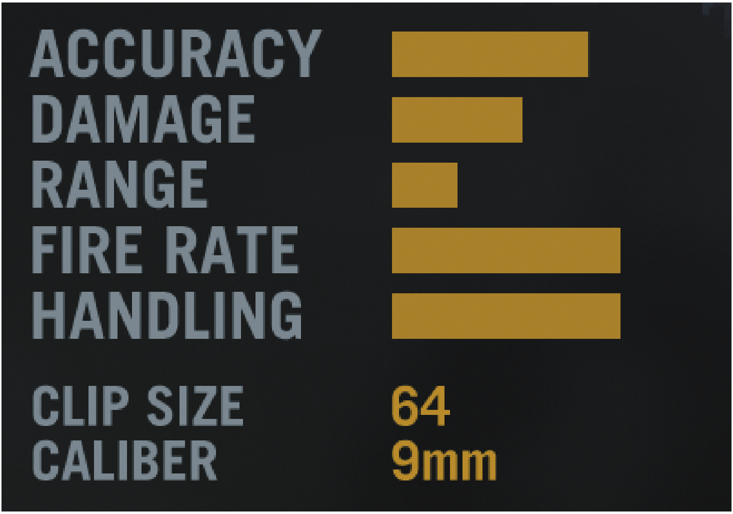
CALIBER 9mm

BZ19

Available Mods: Sound Suppressor, Optical Sight, Red Dot Sight, Reflex Sight

Attachments: 2

The BZ19 seems like it got lost on the way to rifle class. It has the edge on accuracy and raw damage over the MP5 and has a 64-round standard clip, but it doesn't fire as quickly as any other SMG. It's a classy option for seasoned professionals.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

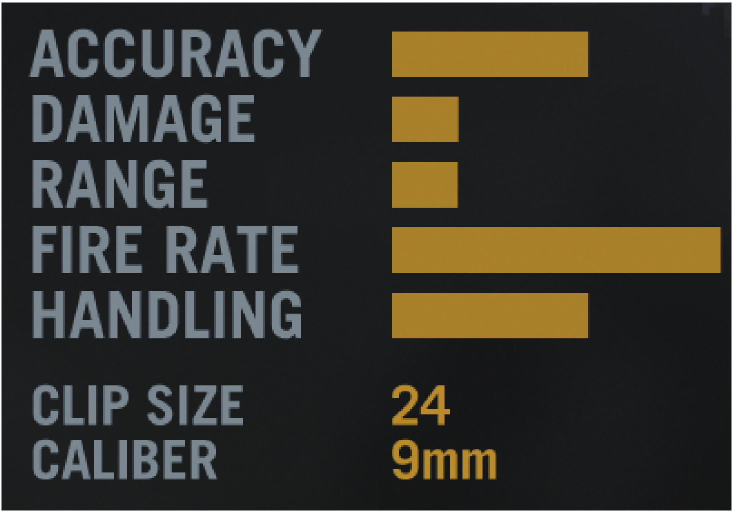
CLIP SIZE 64
CALIBER 9mm

Vector .45 ACP

Available Mods: Sound Suppressor, Extended Magazine, Optical Sight, Red Dot Sight, Reflex Sight

Attachments: 3

The Vector pairs the highest rate of fire of any SMG with the highest accuracy, as well as room for up to three attachments. With an extended magazine, optical sight, and sound suppressor, it's whispering death at close quarters and does well at up to medium range. Weirdly, given its higher-caliber rounds, it doesn't do quite as much damage per hit as the MP5 or BZ19, but it makes up the difference by volume. The major drawback of the Vector is that even with an extended magazine, you can empty the clip so quickly that it seems like you're always reloading.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

CLIP SIZE 24
CALIBER 9mm

Assault Rifles

Maybe two-thirds of the pirates and mercenaries around Rook Island carry assault rifles, which means you're likely to be using one for at least the first quarter of the game, if only to scavenge ammunition from dead opponents. Fortunately, they're a good all-around choice for most fights.

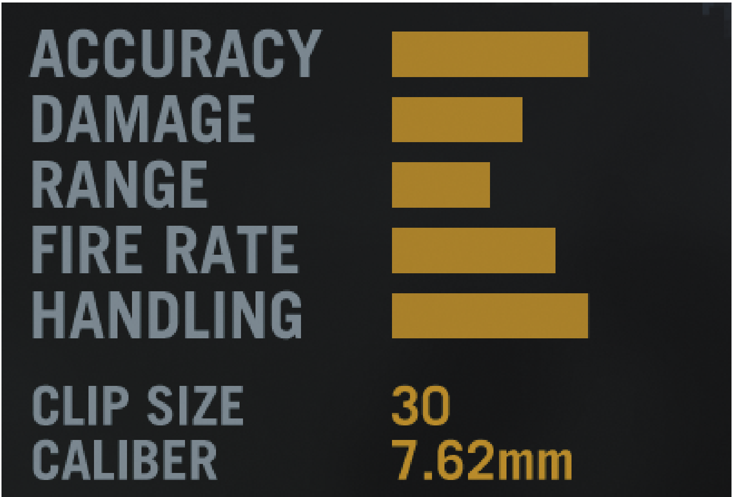
Base Ammo Capacity: 60

AK-47

Available Mods: None

Attachments: 0

There's a reason this is a classic. Most of Vaas's men throughout the island carry these distinctive, durable rifles. Round for round, it delivers more punch than the STG or F1, and at full automatic, you can throw enough bullets downrange to ruin anyone's day.



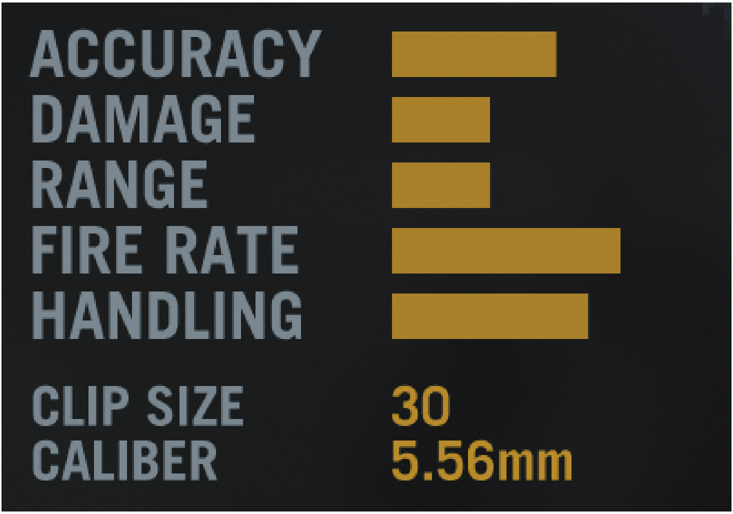
CLIP SIZE 30
CALIBER 7.62mm

STG-90

Available Mods: Extended Magazine, Red Dot Sight

Attachments: 1

The STG is superior to the AK-47 in only two categories: rate of fire and having the option for attachments. In most other ways, it's a flat downgrade, but if you install the red dot sight, it's a competitive choice with the AK.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

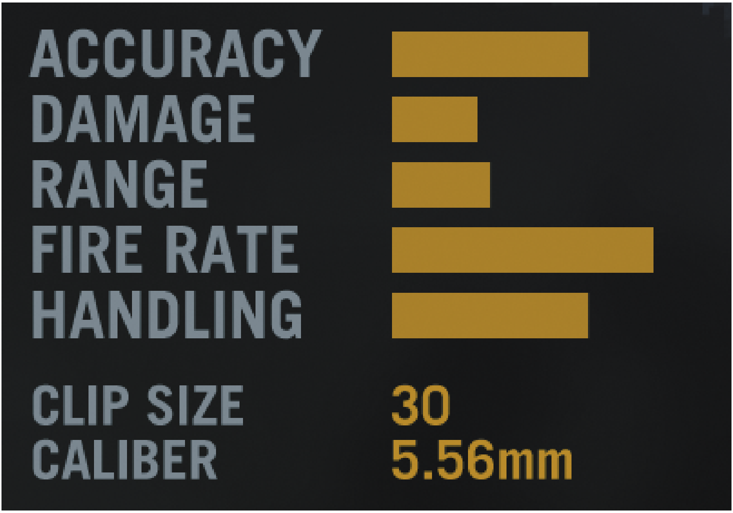
CLIP SIZE 30
CALIBER 5.56mm

F1

Available Mods: Sound Suppressor, Extended Magazine, Optical Sight, Red Dot Sight, Reflex Sight

Attachments: 2

The F1 can be equipped with an optical sight, giving it big bonuses across the board, and the addition of a silencer makes it an excellent weapon for both hunting and cleaning out pirate outposts. As a trade-off, however, the F1 only fires in three-round bursts, which can take some getting used to. It remains a solid go-to weapon choice for the midgame.

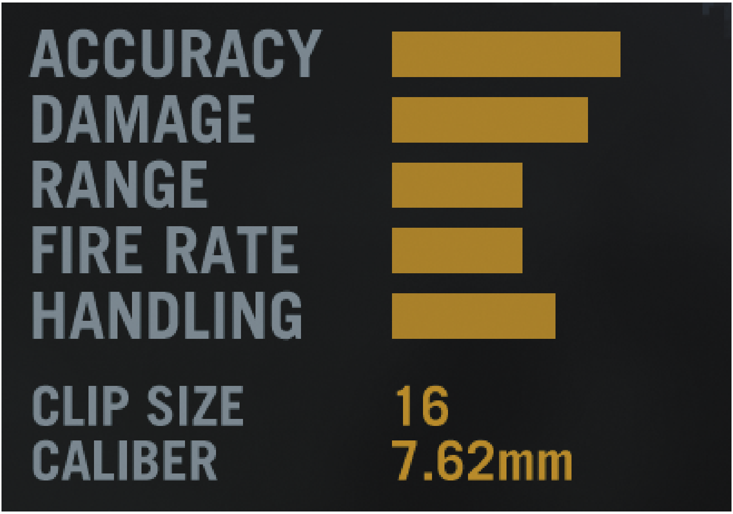


MS16

Available Mods: Sound Suppressor, Extended Magazine, Optical Sight, Red Dot Sight, Reflex Sight

Attachments: 2

An excellent fallback weapon for the trained sniper, the MS16 has very impressive stats and is a pure upgrade from the F1 in almost every regard. Its one real drawback, if it can be considered such, is that it only fires single shots. It still beats out the previous rifles in most categories, but if you're looking for that satisfying full-auto roar, this isn't your gun.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

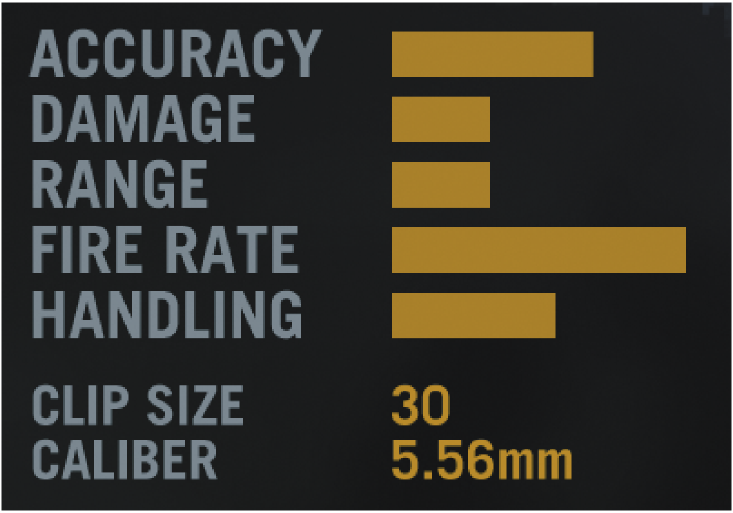
CLIP SIZE 16
CALIBER 7.62mm

P416

Available Mods: Extended Magazine, Marksman Sight, Optical Sight, Red Dot Sight, Reflex Sight

Attachments: 2

This reliable and highly customizable assault rifle is the weapon of choice of Hoyt's mercenary cadre on the South Island, and unlike the F1 and MS16, it can be used on full-auto. With the addition of the expensive Marksman sight, it also functions as a low-end sniper rifle. Its edge over the ACE is thus its flexibility.



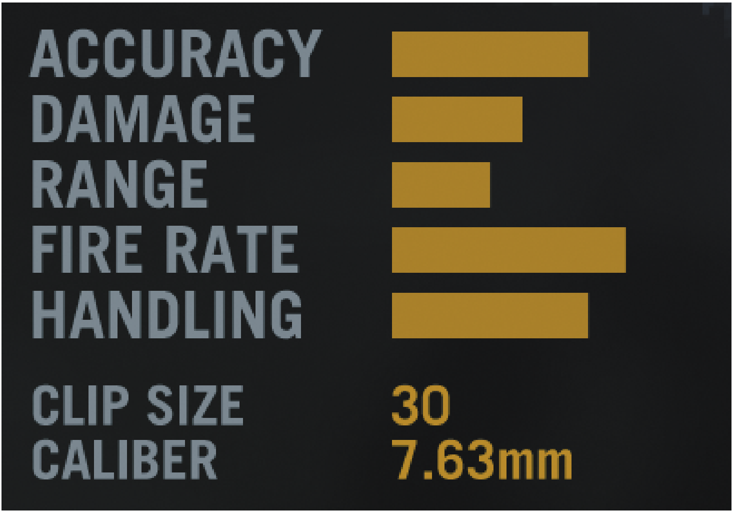
CLIP SIZE 30
CALIBER 5.56mm

ACE

Available Mods: Extended Magazine, Marksman Sight, Optical Sight, Red Dot Sight, Reflex Sight

Attachments: 2

The P416 beats it on accuracy, range, and rate of fire, but the ACE delivers more pure damage per round than any other assault rifle. The P416 is a better all-around contender, but if you prefer punch over versatility, the ACE is your gun.



CLIP SIZE 30
CALIBER 7.63mm

Shotguns

When you're forced into close quarters, shotguns provide enough raw damage to drop most enemies in one or two shots. At medium to long range, however, they aren't entirely useless, but you're better off with any other kind of gun. Putting an expensive modified sight on a shotgun is largely a waste of money.

Shotguns also make good hunting weapons against small to medium game. If anything bigger than that, like a bear or tiger, is close enough to be within a shotgun's specific range of efficacy, they're also close enough to tear off your entire face. It is thus not your best available option unless you're using it as a last great act of defiance. (This does not apply if you're using a Bull, however.)

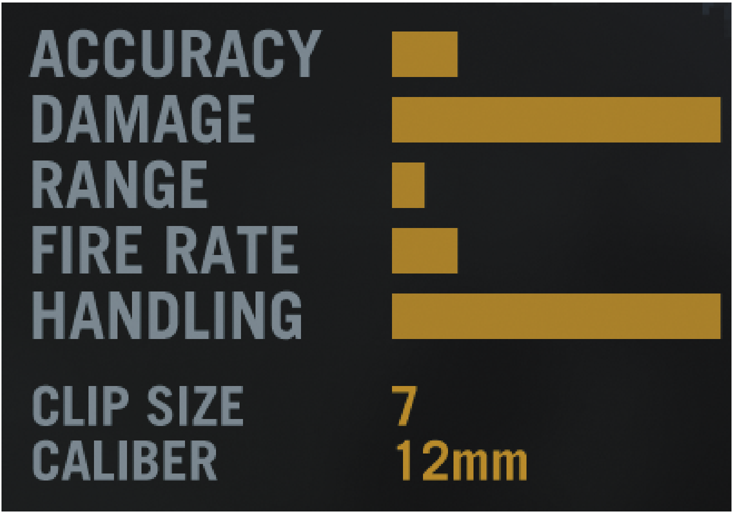
Base Ammo Capacity: 6

M133

Available Mods: None

Attachments: 0

This pump-action shotgun is the favored choice of chargers, and is designed for close-range devastation. It's the generic brand-X option for shotguns, and there's no reason to use it if you've got an 1887 or better handy.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

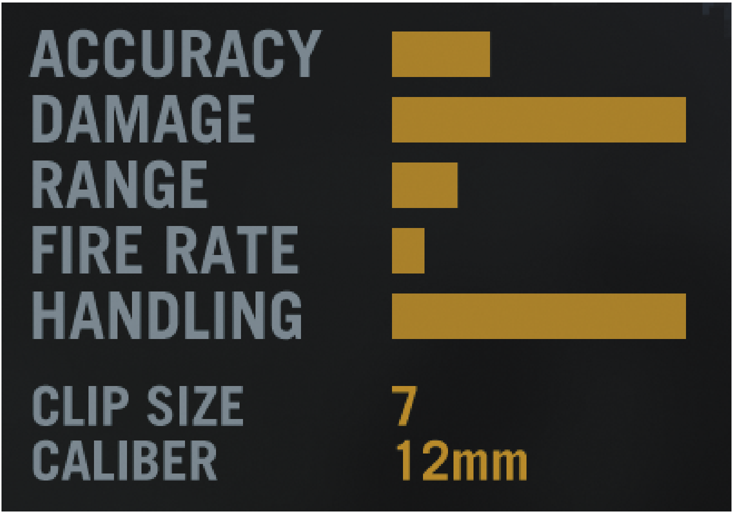
CLIP SIZE 7
CALIBER 12mm

1887

Available Mods: Extended Magazine, Night Sight, Red Dot Sight, Reflex Sight

Attachments: 1

You lose out on the cool pump-action from the M133, but the 1887 gives you better all-around stats and its damage doesn't drop off as rapidly over long distances. The extended magazine's a lifesaver.



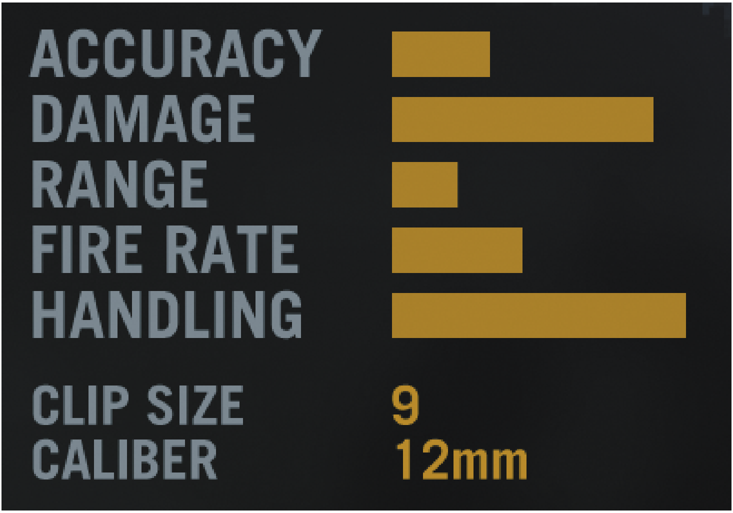
CLIP SIZE 7
CALIBER 12mm

SPAS-12

Available Mods: Extended Magazine, Night Sight, Red Dot Sight, Reflex Sight

Attachments: 2

It's not a real modern first-person shooter until the SPAS-12 is included. This distinctive Italian shotgun features a higher rate of fire than any other weapon in its class, but a lengthy reload and a very low range. It is expressly made as a street sweeper and does you very little good at anything other than a personal distance. If you're looking to clean out a building or mine tunnel, though, this is the best standard firearm for that purpose.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

CLIP SIZE 9
CALIBER 12mm

Sniper Rifles

It's always a good idea to have a sniper rifle with you. With a high-powered scope and a sound suppressor, you can use it for hunting, for quietly eliminating distant targets like enemy snipers, and for disabling alarm panels in outposts. It doesn't really come into its own until you can pick up the Steady Aim skill, but you can do that very early in the game.

Most of the pirates on the North Island are too stubborn or intoxicated to die from a single body shot from a sniper rifle, so when you're using one, always aim for their heads. The South Island mercenaries and privateers are all wearing light body armor, but by the time you're routinely fighting them, you should be able to get your hands on a Z93, which makes body armor irrelevant.

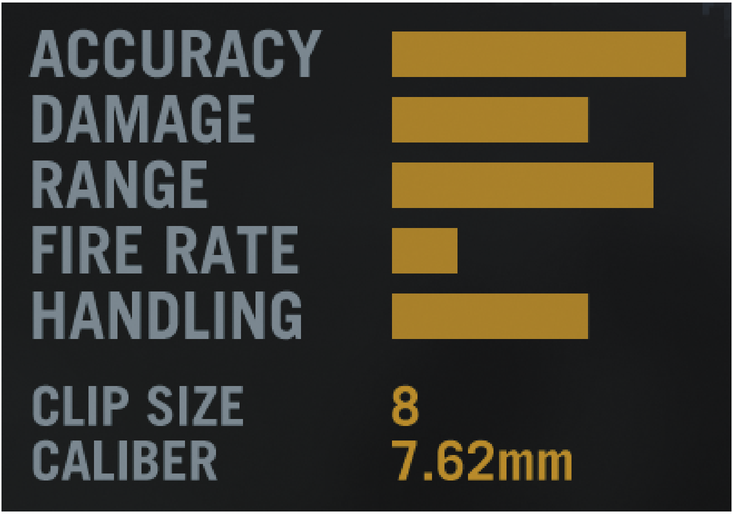
Base Ammo Capacity: 5

SVD

Available Mods: None

Attachments: 0

A Russian surplus weapon, this is the favored rifle for Vaas's snipers and has average stats across the board. It's a semi-automatic, which means you don't have to reacquire a sight picture after each round, but the lack of an available silencer means it's not a subtle weapon at all. At best, you can get one shot off before everyone in the time zone knows exactly where you are.



ACCURACY

DAMAGE

RANGE

FIRE RATE

HANDLING

CLIP SIZE 8

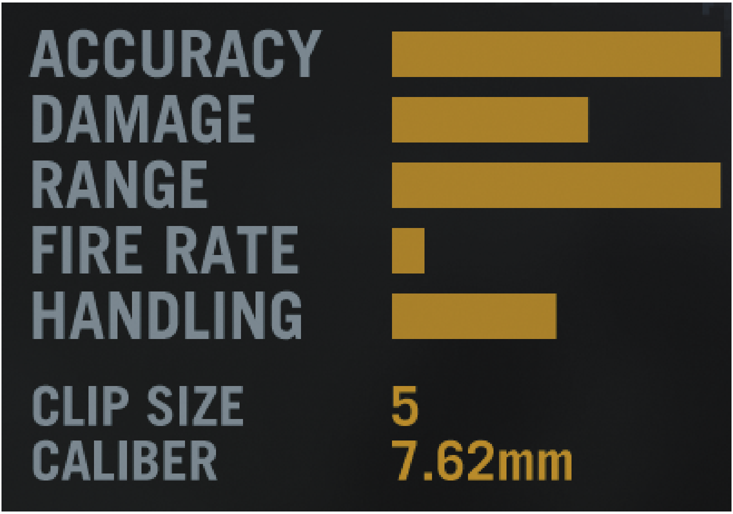
CALIBER 7.62mm

M-700

Available Mods: Sound Suppressor, Extended Magazine, High-Power Scope, Illuminated Scope

Attachments: 2

This lever-action rifle lets you install a silencer and a high-end scope for excellent visibility and range. Without the Aimed Reload skill, you must take your eye away from the scope between each round to work the action, which can be a drawback. Even with that, however, this is the best option for a sniper up until you reach the South Island.



ACCURACY

DAMAGE

RANGE

FIRE RATE

HANDLING

CLIP SIZE 5

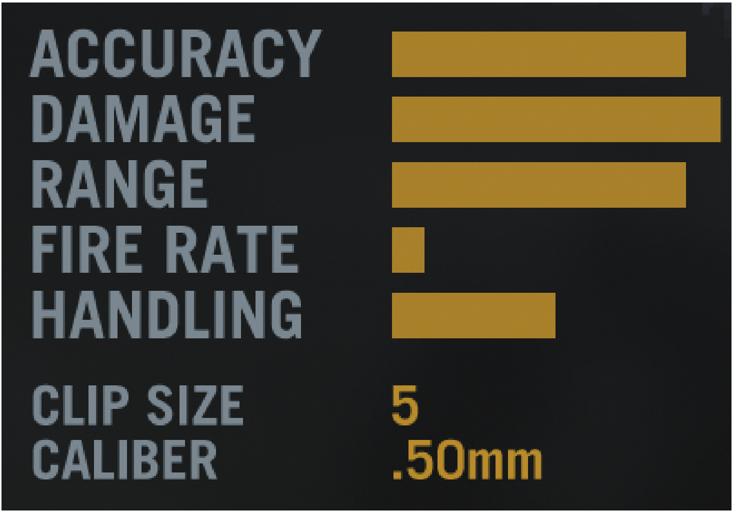
CALIBER 7.62mm

Z93

Available Mods: Sound Suppressor, Extended Magazine, High-Power Scope, Illuminated Scope

Attachments: 3

The Z93 is superior in every way to the M-700, right down to having one more slot for attachments, and you don't lose your sight picture while chambering a new round. It has the highest damage and mobility of any sniper rifle, which means it often goes straight through an enemy's body armor, but also has the lowest rate of fire.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

CLIP SIZE 5
CALIBER .50mm

Light Machine Guns

Sometimes you do not want to utilize tactics or subtlety, but instead wish to kill everyone and everything you see in a loud, satisfying, and expedient fashion. That is where a light machine gun (LMG) comes into play. They feature high rates of fire paired with a decent level of damage per bullet, but using one slows you down to the point where you might as well be mounted on a tripod.

Heavy machine gunners are relatively rare throughout the game and do not appear at all outside of scripted encounters. That means it's difficult to resupply LMG ammunition in the field, so if you want to use one, you may wish to wait until you've had the chance to craft a couple of ammo pouches. Once you can carry a good amount of reserve LMG ammunition, it's a much more useful weapon.

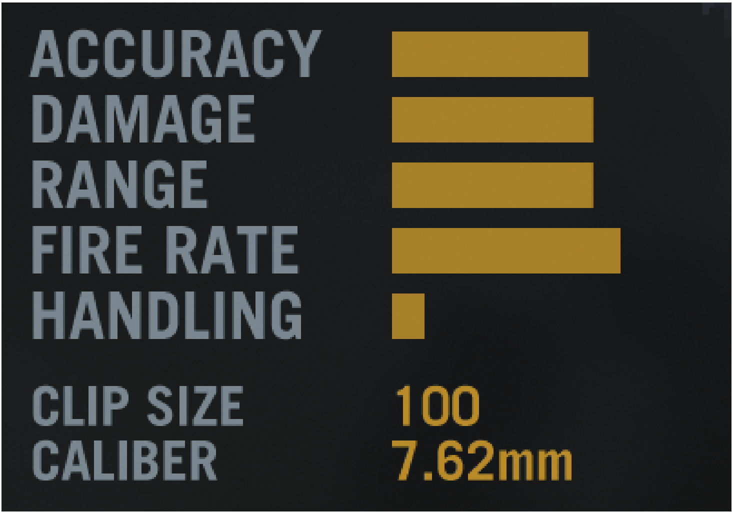
Base Ammo Capacity: 80

PKM

Available Mods: None

Attachments: 0

The PKM has a 100-round magazine and a very high rate of fire, but limits your mobility significantly. It's your call as to whether that's worth the trade-off. This is the gun favored by enemy heavies throughout the game.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

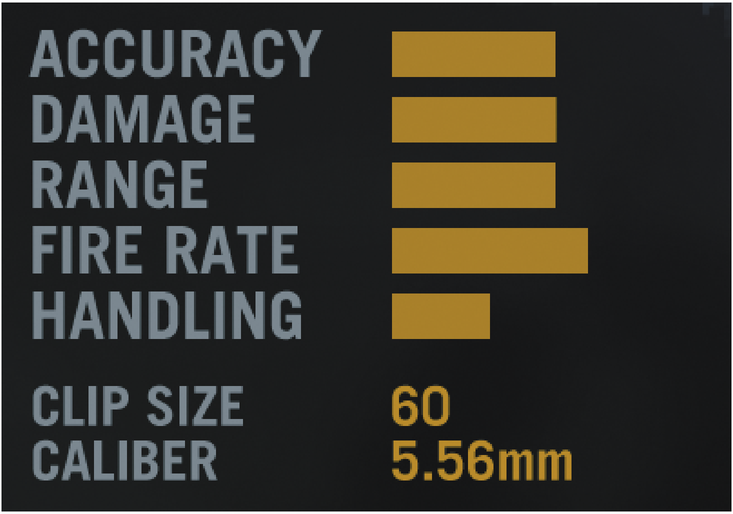
CLIP SIZE 100
CALIBER 7.62mm

U100

Available Mods: Extended Magazine, Optical Sight, Red Dot Sight, Reflex Sight

Attachments: 1

This is less a light machine gun and more an assault rifle chambered for LMG ammo. It's a significant improvement on the PKM in every regard, and allows you to carry a significant amount of bullets both in and outside of the clip. It's a good go-to weapon for players who prefer an open assault.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

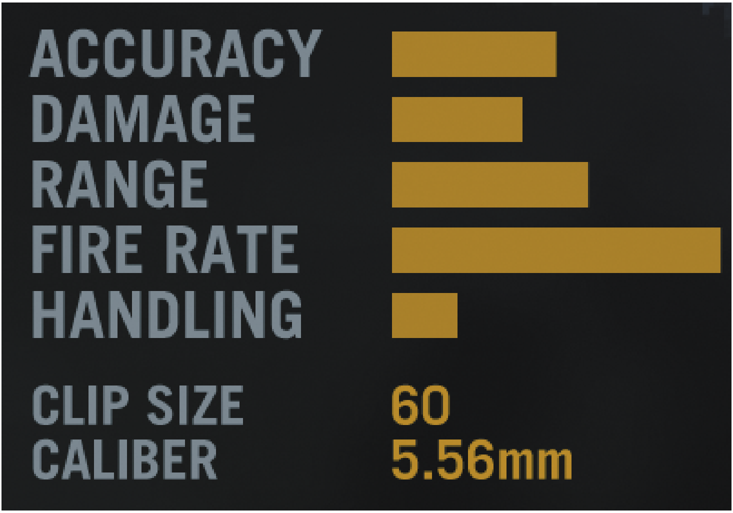
CLIP SIZE 60
CALIBER 5.56mm

MKG

Available Mods: Extended Magazine, Marksman Sight, Optical Sight, Red Dot Sight, Reflex Sight

Attachments: 2

The MKG continues the process of blurring the line between assault rifles and LMGs. It limits your mobility a bit more than the U100, but you can get most of that back by installing a Marksman sight. It's the best standard weapon in its class.



CLIP SIZE 60
CALIBER 5.56mm

Launchers

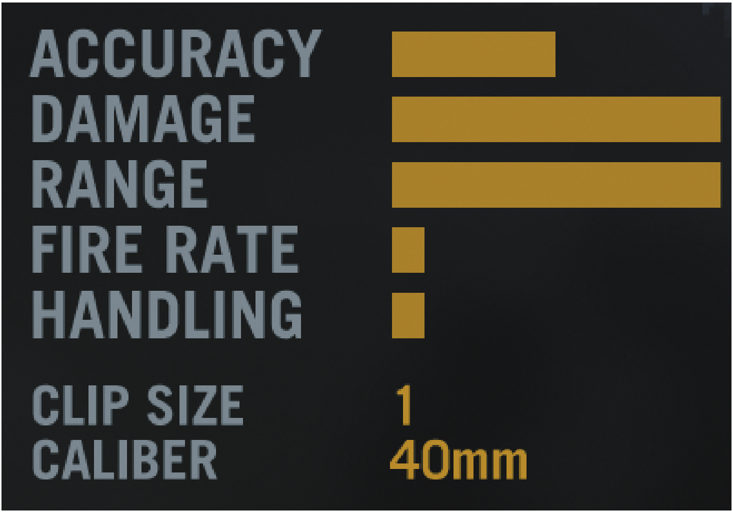
You'll almost always have grenades and C4 on hand, but sometimes you want to blow things up that are a little farther away. That's where launchers come into play.

RPG-7

Base Ammo Capacity: 3

Available Mods: None

The classic anti-tank rocket. An RPG-7 has the usual parade of advantages and drawbacks that you may remember from other games: using it at anything other than long range is suicidal, you can't carry that much ammo for it, the rockets fly relatively slowly, and whatever it hits will detonate explosively and beautifully. It's arguably not worth carrying an RPG-7 around if you're just exploring the island, but for specific purposes like fighting helicopters or hunting large game (yes, a rocket launcher is appropriate equipment for bear hunting), you can't beat it.



ACCURACY
DAMAGE
RANGE
FIRE RATE
HANDLING

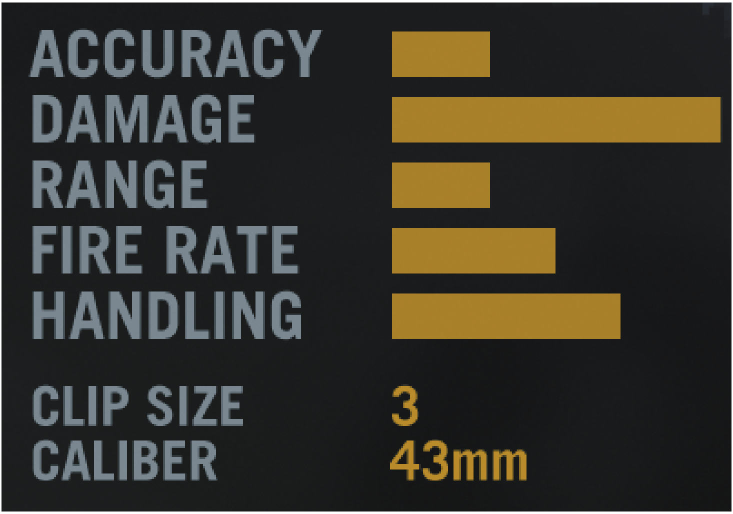
CLIP SIZE 1
CALIBER 40mm

GL-94

Base Ammo Capacity: 6

Available Mods: None

A fully loaded GL-94 carries four impact-fused concussion grenades that detonate on contact with a surface or opponent. You can carpet-bomb a distant target with them by firing in a high arc, which can make it a useful (or at least entertaining) option when you're looking to soften up an outpost or enemy facility, and the four-round magazine allows you to dump a significant amount of damage into an opponent in a short period of time. This makes it a slightly more effective weapon than the RPG-7 against ground targets, but its main drawback is that it has one of the longest reload times in the game. If anything is left alive to shoot back at you when your clip runs dry, you're better off switching weapons entirely.



CLIP SIZE 3
CALIBER 43mm

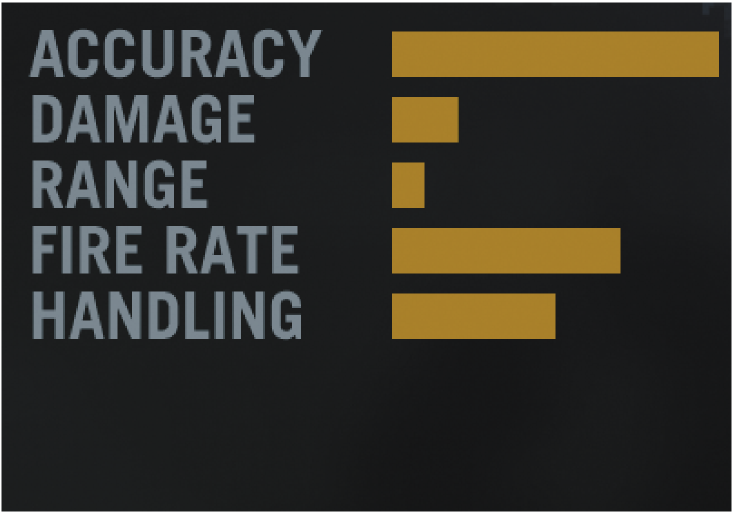
Specials

This section in the vendor's inventory encompasses a few odd items that don't fit anywhere else.

Repair Tool

Available Mods: None

A blowtorch on a long stick, the Repair Tool is used to return damaged vehicles to a drivable condition. You can provide this service for any stranded Rakyat you find for a $50 reward, but on your own, you're better off finding a new vehicle than repairing the old one. The other use of the Repair Tool is to set an enemy on fire by holding it to the enemy's head for a few seconds. Doing so unlocks the Improper Use Achievement/Trophy.

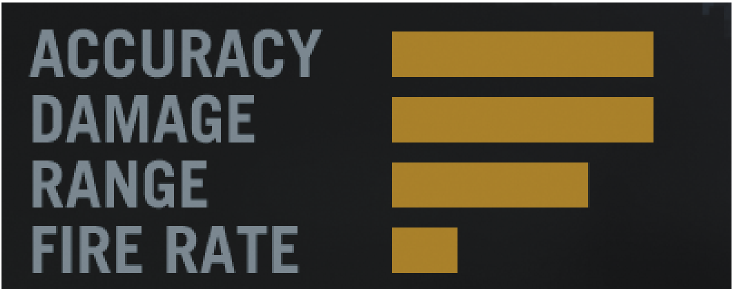


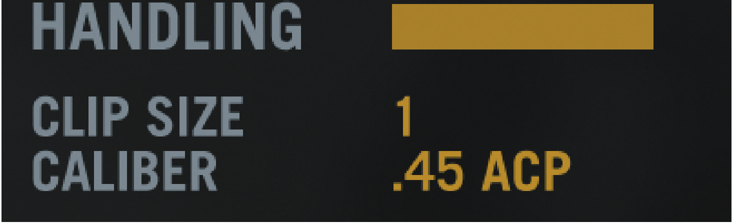
Flare Gun

Base Ammo Capacity: 3

Available Mods: None

This is a great improvised weapon if you're going after somebody you really hate. Whatever the flare strikes is usually set alight, whether it's an enemy, an oil slick, or a patch of grass. Most targets that are on fire will panic and run in circles until either you or the flames finish them off.





HANDLING	
CLIP SIZE	1
CALIBER	.45 ACP

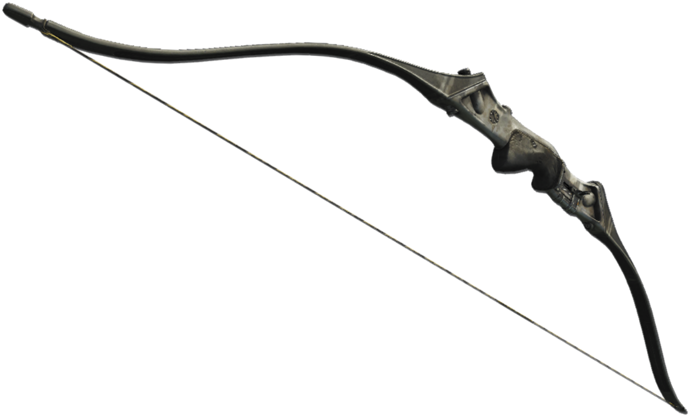
Recurve Bow

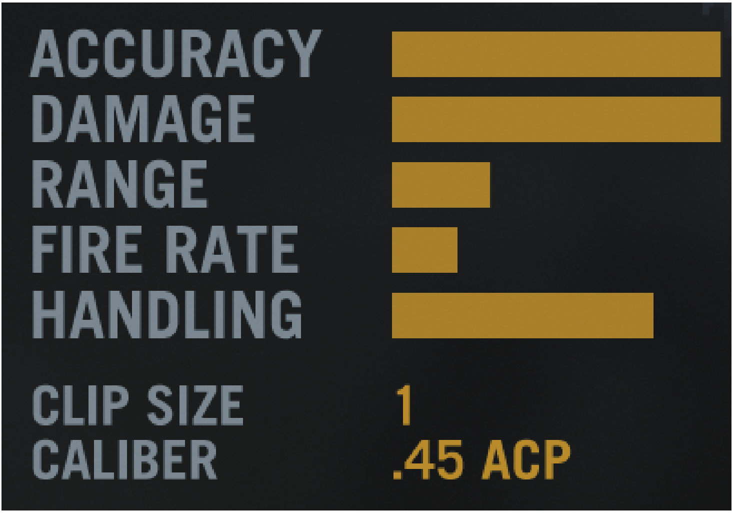
Base Ammo Capacity: 5

Available Mods: Reflex Sight, Red Dot Sight

Attachments: 1

The bow is silent, its arrows are instantly lethal against humans and small animals, you can usually reuse the arrows, and you can rig up explosive or flaming arrows by combining them with grenades or Molotovs. Conversely, nobody else in the game uses a bow, which means once you’re out of ammo in a story mission, you’re out. Playing the game with a bow as your primary weapon is a bold personal choice and a self-imposed challenge.





CLIP SIZE 1
CALIBER .45 ACP

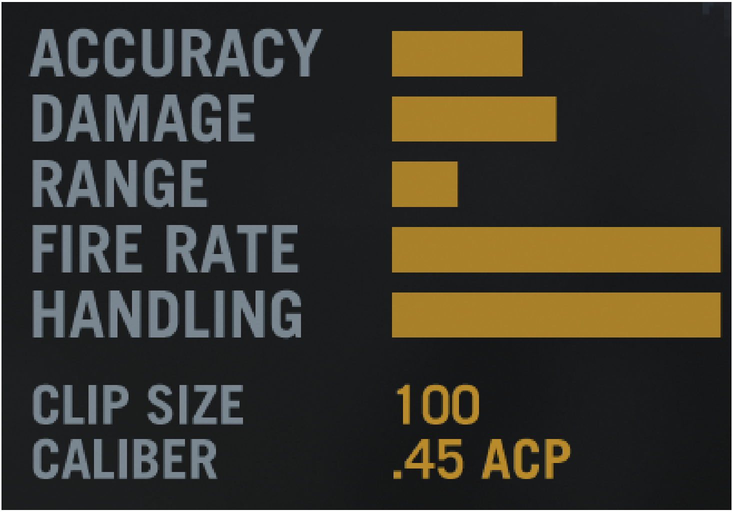
Flamethrower

Base Ammo Capacity: 100

Available Mods: Large Fuel Tank (+100 fuel capacity)

Attachments: 1

Fire does a lot of damage and bypasses enemy armor, which makes the flamethrower lethal. It's also a short-range weapon, unfortunately, which makes it dicey to use against anything that can shoot back. Its real benefit is in setting grass, plants, trees, and buildings alight around you, which can turn an entire hillside into a firestorm in seconds. This is useful for flushing enemies out of cover, detonating vehicles, taking out heavies, or indulging your already barely restrained pyromania.

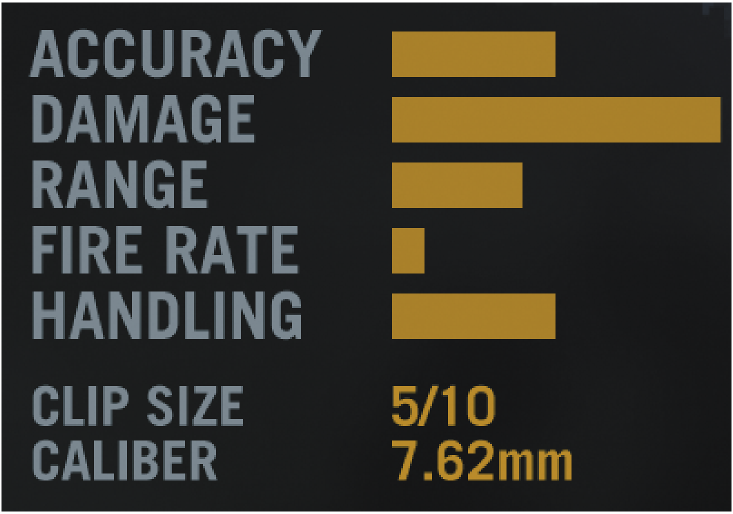


CLIP SIZE 100
CALIBER .45 ACP

Type10 Flare

Available Mods: None

This is a flare gun, sometimes called a “signal pistol.” But the last thing you would use a flare gun for is signaling for help. Why would you want to attract attention to yourself? Flare guns can be used to save your life though, such as when you shoot someone in the face or groin. Remember, in a fight between a flare gun and someone’s groin, the flare gun wins.



CLIP SIZE 5/10

CALIBER 7.62mm

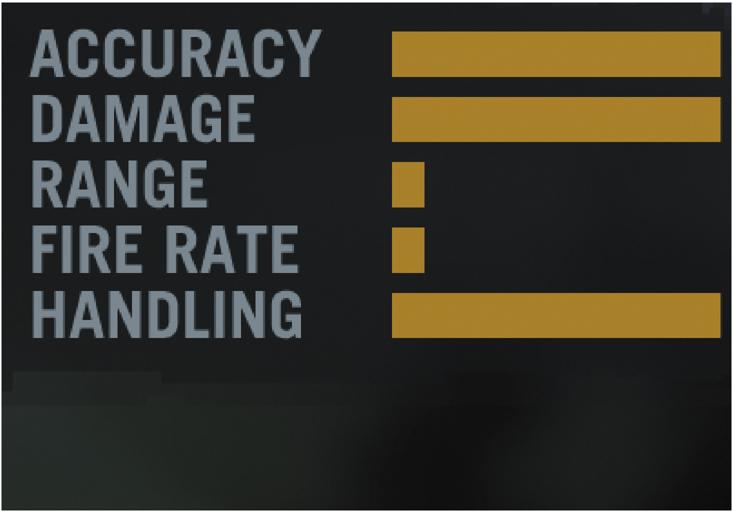
Note

Multiplayer Only.

Tribal Knife

Available Mods: None

This dagger comes from Ancient China. It was left on Rook Island ages ago, but the history is unimportant. It is a weapon combining substance and style.



Consumables

This category on the vendor's inventory encompasses the two items that you're likely to need vast amounts of: medical supplies and body armor.

Medicine

Medicine
$100
3 OWNED
MEDICINE

A single-use medical syringe that contains everything needed treat injuries and get back into the fight.

For $100, you can refill one of your syringes with a medical solution. This acts just like the version that you can craft yourself, right down to being affected by the skills that improve a syringe's output. It's a little pricey early on, but you'll rapidly reach a point where $100 is nothing.

Body Armor

Body Armor
$200
0%
BODY ARMOR

Upgradeable body armor made of high-strength synthetic fibers that reduce the amount of damage inflicted by enemy weapons.

You can find a few bulletproof vests out in the world, but they don't respawn. Your primary source of protection throughout the game is going to be picking up a $200 suit of body armor from a vendor. While worn, any damage you incur from enemy gunfire is deducted from the armor's health before it ever touches your health bar. You'll want a suit of it whenever you're planning to start something with the pirates or privateers.

Knife attacks, fire, an animal's claws or teeth, explosions, and sniper fire all partially or entirely bypass body armor and inflict damage straight to you.

Explosives

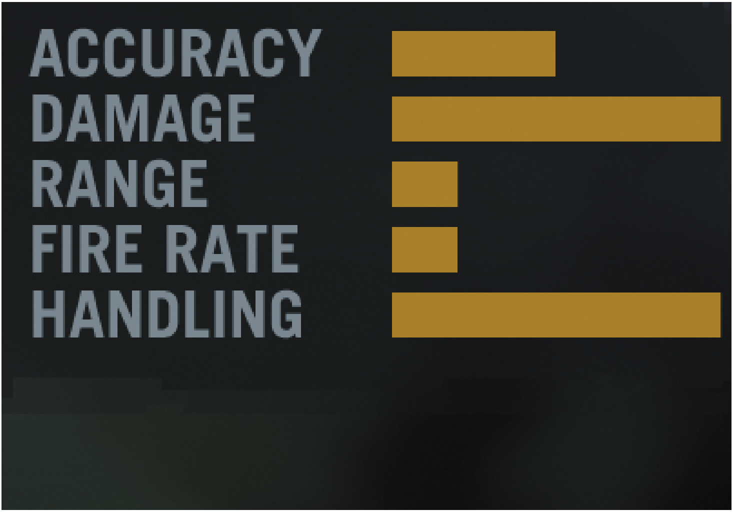
When guile and stealth fall through, it then becomes time to blow everything up. Everything.

Grenade

Base Ammo Capacity: 0

Grenades in *Far Cry 3* are ridiculously powerful. The explosion from a single grenade can total a car or truck and kills any unarmored human opponent within its blast radius. Two or three grenades can reduce an enemy vehicle to shrapnel, and they'll even go off underwater.

Most of the enemies you're up against are smart enough to run like hell when they notice you've thrown a grenade, which means you'll want to either cook the grenade (once you have that skill) for a second or two before you throw it (hold down the throw button and listen to the ticks) or save them for situations where your enemy can't move away very fast (such as heavies, heavy flamers, or the unlucky enemy reinforcements who just pulled up to you in a jeep or patrol boat).



Land Mine

Base Ammo Capacity: 2

Mines tend to be a bit more useful against animals than humans, since animals can be relied upon to move in more predictable patterns. Once you annoy a tiger or bear, it's going to head straight at you, which means you can lead them over a mine with little difficulty. Humans tend to duck and weave, so they have an irritating habit of not setting off mines.

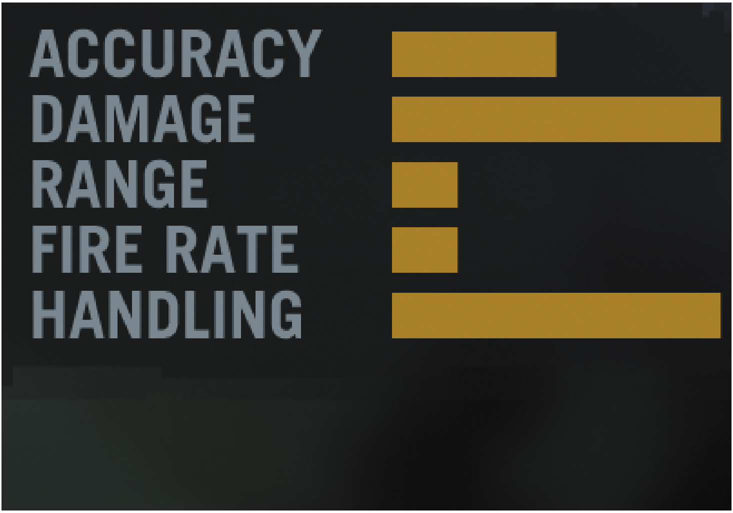
Even so, land mines really come into their own during certain missions where you're called upon to defend a particular location or individual. You can save yourself a lot of pain by setting up a few mines in obvious places around your defense perimeter, like at entrances to the room or in areas where enemies are likely to take cover. Even if they don't set off the mine, you can fire at it from a distance to trigger the explosion.

Molotov

Base Ammo Capacity: 0

The first thing to realize when using any fire-based weapon in this game is, as noted when discussing the flamethrower, that the local fauna is very flammable. A Molotov in the right place will either kill an opponent outright or reduce them to a screaming panic, but the fire can and will spread to any grass, trees, bushes, or oil slicks in the immediate vicinity. Obviously, this isn't a big deal if you're in a cave tunnel or urban area, but in the countryside, a single Molotov can trigger a whole host of unintended consequences. This is both a warning and a tactical advantage, particularly in the more overgrown parts of the island. If an enemy has decided to take cover behind a tree, it is possible to teach him a valuable lesson in fire safety.

One Molotov dropped on an enemy vehicle is usually enough to render it inoperative. Naturally, throwing a Molotov into water extinguishes the wick and wastes the Molotov.



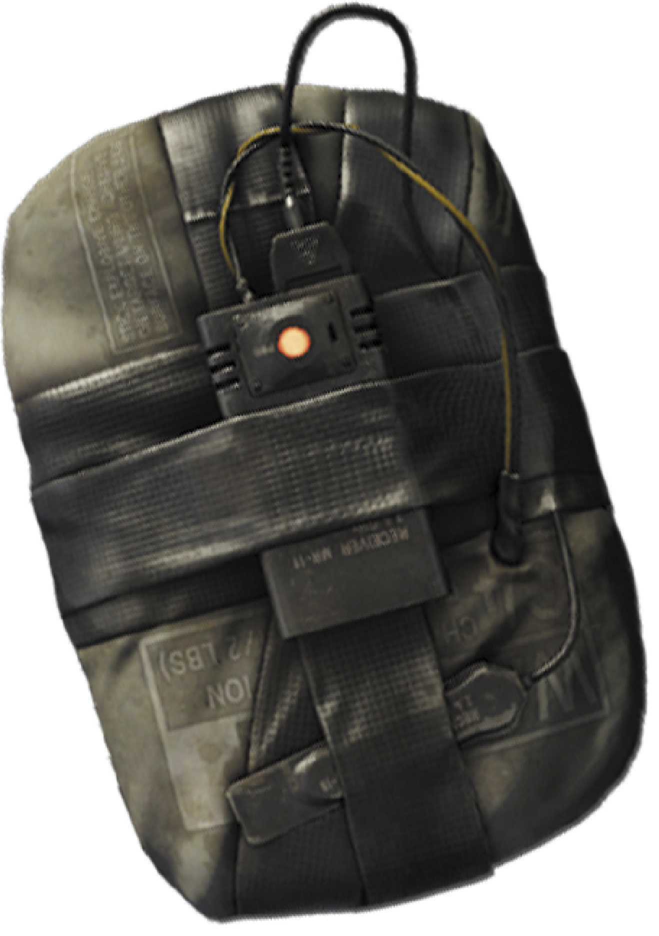
C4

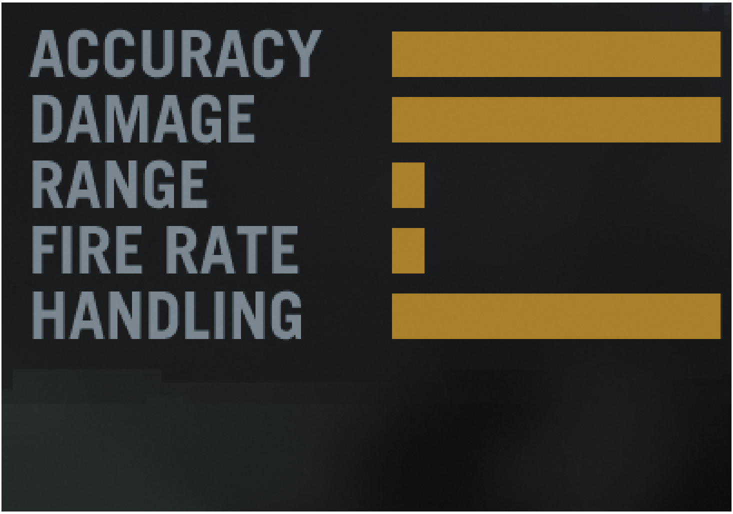
Base Ammo Capacity: 2

Good old reliable C4 is one of the hardest-hitting weapons you have available to you. Always carry a couple of charges while you're exploring for demolition purposes, as you can use C4 to knock down weakened walls in some of the island's ruins.

In combat, C4 has a wide enough radius of effect that you can easily use it to take down enemies who are in pursuit of you. This is very useful against heavies, who tend to walk straight at you with guns blazing and, as such, can be easily led into an area where you've planted charges. If you drop multiple C4 charges in an area, you can detonate them in the order in which they were planted.

If you're feeling really clever and/or sadistic, the sound of a thrown package of C4 hitting the ground has a reasonably similar effect to that of a thrown rock. Guards can be lured over into a given area to investigate whatever that sound was, and often do not realize what they're looking at until they're rag-dolling across the landscape.





Unlockables

These weapons are made available through various optional side missions. With the exception of knives, they appear at vendors under the "Signature Weapon" category.

Japanese Tanto

Unlock: Find six Letters of the Lost.

This short WWII-vintage blade lends considerably more power to your normal melee attacks. Most human enemies will drop in one or two hits. It really comes into its own against heavies and other highly armored opponents, since knife attacks bypass their Kevlar.

Shadow

Unlock: Liberate 17 out of the 34 outposts. Pay $2600.

The preferred sidearm of Jason Brody, guerrilla assassin. The Shadow has a maxed-out accuracy rating and its damage per round is closer to that of the .44 Magnum. It's probably the best stealth weapon in the game.

Shredder

Unlock: Find 10 out of 20 Memory Cards. Pay $3275.

You can produce a similarly kitted-out Vector .45 ACP on your own, but the Shredder has generally higher stats, and in a weird twist of fate, can be unlocked well before you gain access to the standard Vector. Most of what was said before about the Vector also applies here, only moreso.

Bull

Unlock: Find 10 Relics. Pay $3010.

This M133 comes with a higher capacity, rate of fire, and accuracy than the standard version, and is coupled with the somewhat faster reload rate on the M133 compared to the more expensive models of shotgun.

The fancy sight on the M133 is actually a drawback, as when aiming along iron sights, it makes it difficult to see what you're shooting at. When you're firing from the hip, however, this is excellent for all situations in which a shotgun excels. At close range, it can drop a tiger or buffalo in one shot.

Ripper

Unlock: Find and survive six Trials of the Rakyat. You do not have to break UbiSoft's high scores on each one, but you must live until time runs out. Pay $4200.

The Ripper is a heavily modified PKM LMG that boasts one of the most impressive sets of raw stats in the game. It's still an LMG and still isn't suitable for anything but standing still and pouring lead into a target zone, but for pure damage, it's difficult to top this.

AMR

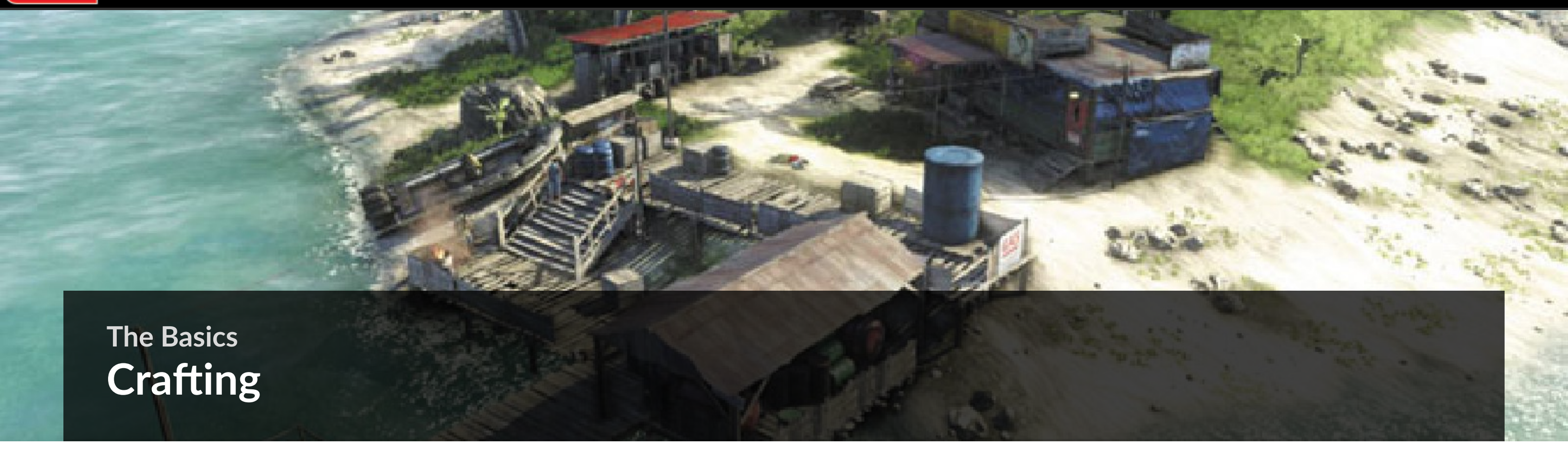
Unlock: Find 20 Relics. Pay $4800.

The standard model Z93 is already nearly topped out for accuracy and damage, but this goes the rest of the way there and throws in an extended magazine. Against any human target, the AMR is complete overkill. Its one drawback, which is significant, is that the AMR has no silencer. It will kill whatever it hits, but it also puts up a big neon sign advertising your current position. In certain story missions (such as "Ambush"), this is not a problem.

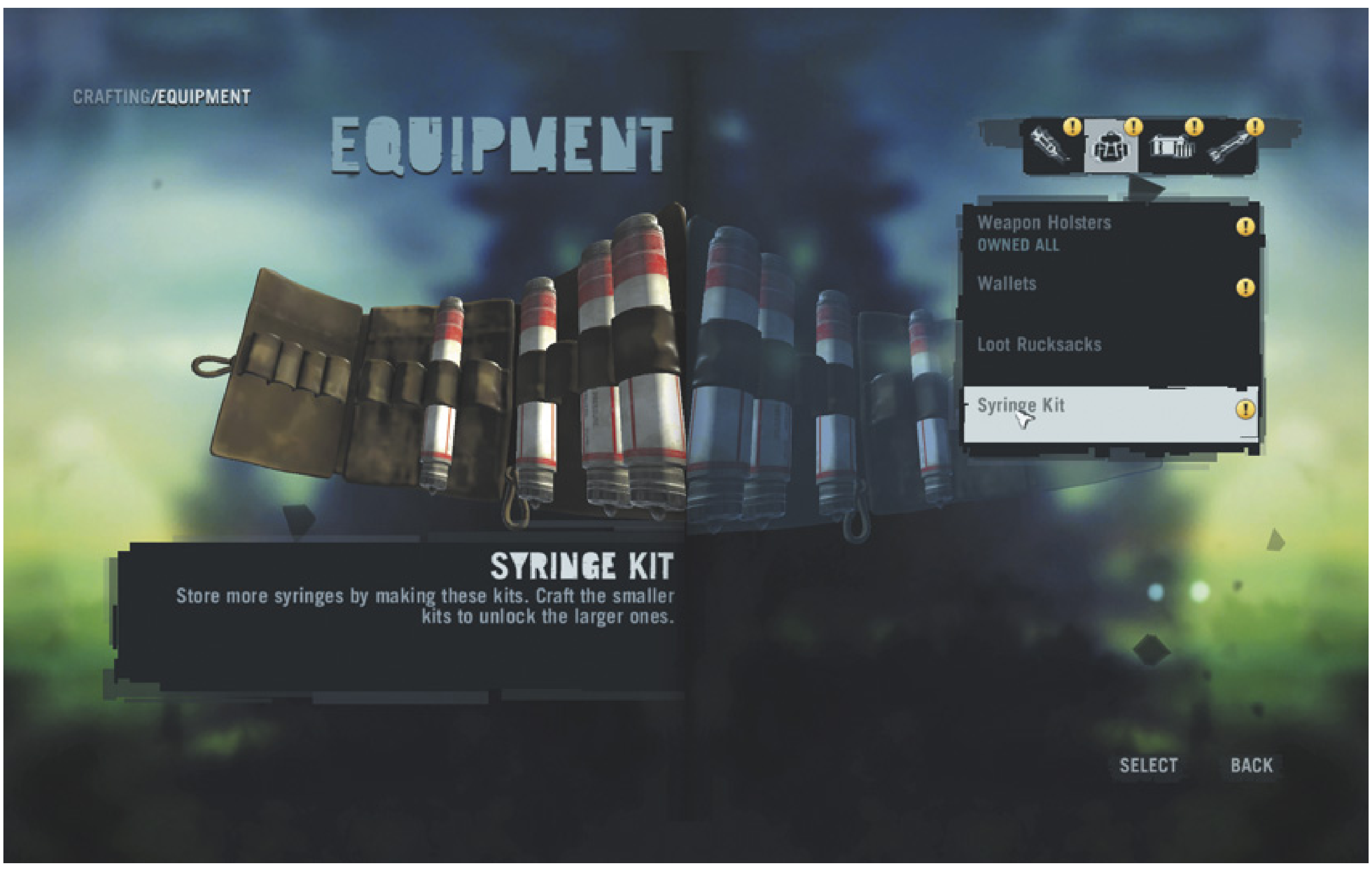
Bushman

Unlock: Disable the scramblers on all 18 radio towers. Pay $4400.

The Bushman is one of the single best all-around firearms in the game. It features enough stability and accuracy that you could probably put every bullet in a short burst through the same hole, the attached silencer means you won't alert the entire surrounding countryside to your presence, and it simply chews through opponents. Even if the scramblers didn't provide so many bonuses on their own, it'd be worth disabling them all just to get your hands on this thing.



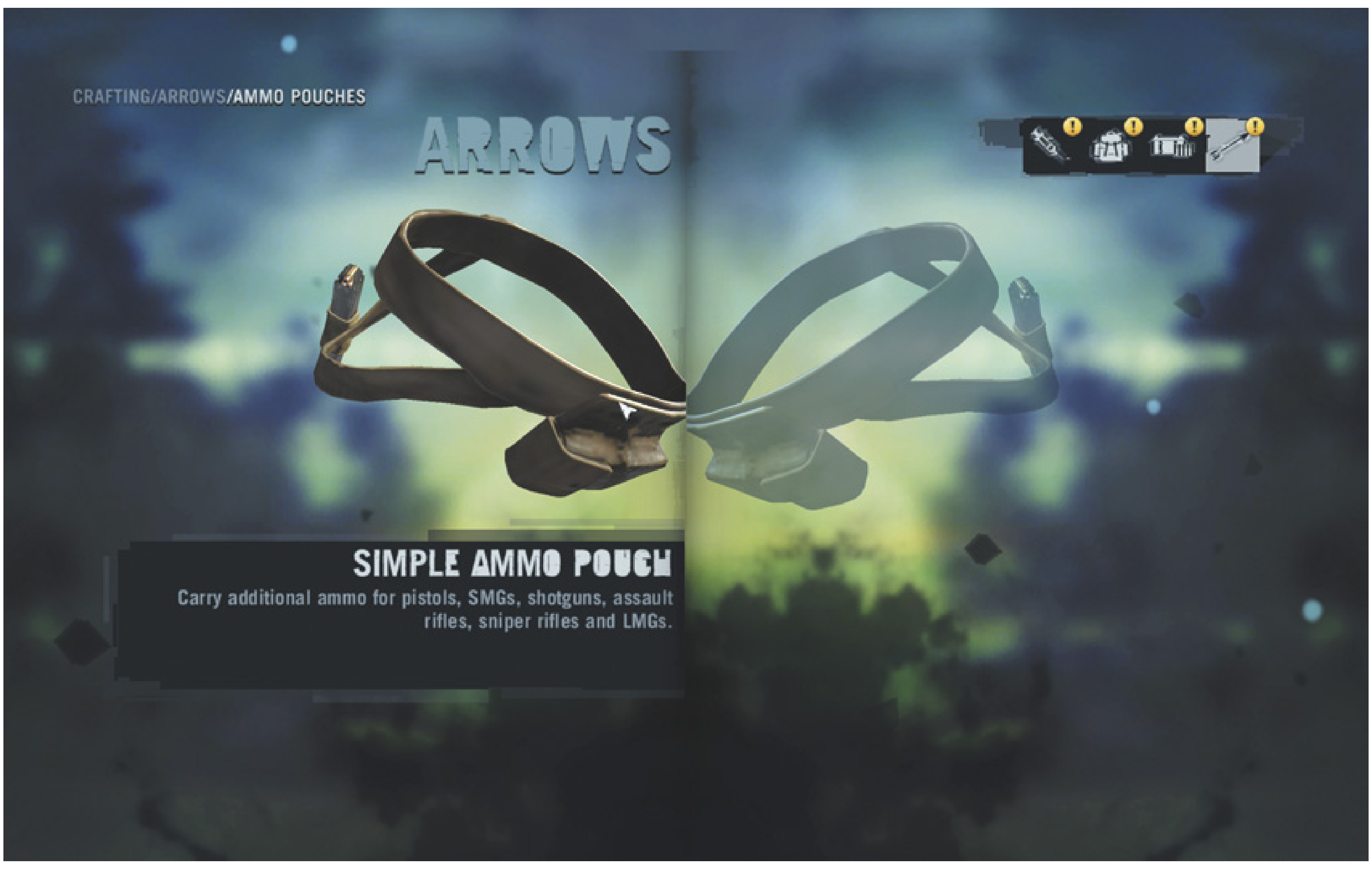
Crafting



Store more syringes by making these kits. Craft the smaller kits to unlock the larger ones.

At the start of the game, you're wearing a T-shirt and cargo pants, neither of which were chosen or designed for the purpose of guerrilla warfare. In order to survive, you need to construct your own syringe kits, ammunition bags, rucksacks, and even medication out of the flora and fauna of Rook Island. You'll need to hunt and explore to find the hides, skins, and plants you need.

Containers



Carry additional ammo for pistols, SMGs, shotguns, assault rifles, sniper rifles and LMGs.

The smaller containers can be fashioned out of the hides of commonly available animals, many of which are native to the hills around Amanaki Village. Boars, pigs, and goats are easy to find around Heron's Point, the pirates' guard dogs and the rabid hounds in the countryside can both be skinned, and even deer show up as you travel to the northeast.

One of the basic features of your in-game map is that it has labels that indicate what animals are native to a given region in the island. This is a useful guideline, but it's not a hard-and-fast guarantee.

The fourth and final upgrade for most of your containers, except for weapon holsters and rocket packs, requires the skin of a unique animal, which only appears as part of a "Path of the Hunter" mission. You unlock these missions by securing various outposts throughout Rook Island.

Syringes

There are five kinds of syringes in *Far Cry 3* . Medical syringes involve healing from trauma, and contain Green Leaves; Exploration syringes help you reach new locations or survive longer in the wilderness, and require Blue Leaves; Combat syringes specifically affect your ability to inflict or withstand damage, and are made with Crimson Leaves; and Hunting syringes use Amber Leaves and boost your effectiveness against members of the animal kingdom. Finally, Special syringes contain White Leaves, require a massive amount of ingredients, and confer short-term, powerful buffs.

Naturally, you will be jamming Medical syringes into yourself at a ridiculous rate throughout most of the game. Green Leaves are common across most of the North Island and are easy to stock up on, and you'd do well to have at least three Medical syringes on you at any given time. It's the first recipe you learn, the first one you make, and the most important of the lot.

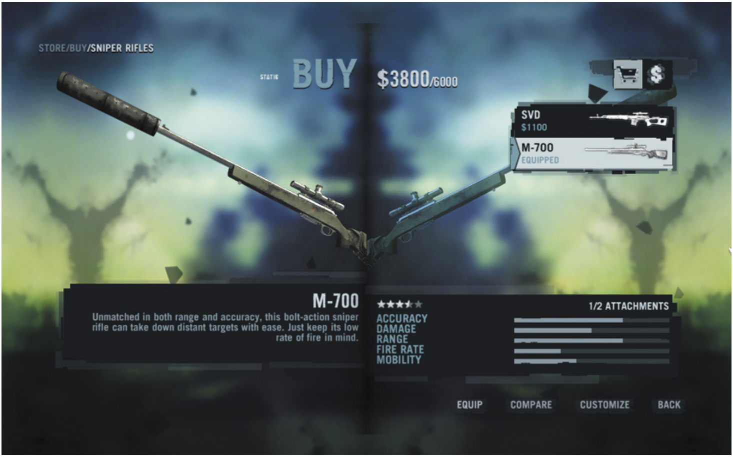
It will be quite a while before you unlock any of the crafting recipes for Special syringes, and you can find White Leaves well before that point. They simply take up space if you pick them up before then, and can be safely disregarded until such time as they have a use.

The Basics

Hunting

Humans are only one of the dangerous things on Rook Island, and particularly on the North Island, they aren't anywhere near the top of the food chain. Any time you're in the wilderness, you run a strong chance of running into some of the island's animal population, which can mean anything from peaceful coexistence to a brief and deadly fight.

You don't receive any EXP for killing an animal, but their skins and hides are used to create the containers and slings you need to upgrade your carrying capacity. As such, you're going to need to hunt down at least a few animals. Late in the game, after you've crafted all of the available upgrades, you can hunt and skin animals as an additional source of income, as most of their hides can be sold to vendors for a very reasonable price.



Unmatched in both range and accuracy, this bolt-action sniper rifle can take down distant targets with ease. Just keep its low rate of fire in mind.

When hunting, it’s useful to carry silenced, high-caliber weapons, such as the M-700. Animals are just as vulnerable to headshots as humans are, and using a suppressed rifle means you won’t get any attention from any hostile pirates or mercenaries in the area.

You also should not hesitate to use grenades, land mines, or even C4 against animals; to kill one that you find caged by Vaas’s men; or to run them over in a vehicle if given the option. You don’t need to worry how these animals will look when you mount them in your den, and you get no bonus points for fighting fair.

Once you have the ability to carry more than three syringes, always have a dose of Animal Repellent on you. While it doesn’t work underwater for what are no doubt highly scientific reasons, injecting Animal Repellent gets even a wounded, hostile land animal to break off contact and let you escape. Its base duration is only 40 seconds, so do not linger in the area.

Macaques, crows, vultures, seagulls, birds of paradise, manta rays, and Galapagos tortoises can all be found and slain at various places on the island. At best, you can get some vendor trash for "skinning" them, such as feathers or a shell, and hunting them simply involves sneaking up on one. The only reason to hunt any of these creatures is to unlock their unique entries in the Handbook's Survival Guide, which is written in Willis's unique style. Once you get a total of 50 entries, it unlocks the Jungle Journal Achievement/Trophy.

As a final word, large or predatory animals are just as likely to attack Vaas's men, Hoyt's privateers, or the Rakyat as they are to attack you. In fact, it's not uncommon to find random wilderness encounters where some of Vaas's pirates have attempted to capture a large cat and have made a mess of it. There are ways in which you can easily exploit this if you're clever, such as leading a tiger or bear into an enemy camp, then popping Animal Repellent and running into the bushes. This is a very difficult maneuver to pull off without getting killed, but if you can do it, it is hilarious.

Asian Black Bear

Bears are arguably the most dangerous predator on the island, and they've long since learned to get in the first shot. The closer you get to a bear, the angrier it gets, until it rears up on its hind legs and charges. At that point, it runs faster than you can sprint and you are in serious trouble. Listen carefully for its growls and if you see it stand up, run like hell. Do not stand there and think you can get it to break off its charge by shooting it, as that is not going to happen.

Bears are tough, to the point where you are physically incapable of carrying enough ammunition to kill one at the start of the game. A single bear can absorb enough punishment that it can single-handedly wipe out an outpost's worth of armed mercenaries, which means for any outpost in the game where they've got a bear in a cage, your strategy immediately defaults to "free the bear." Hopefully, they'll either kill it or weaken it significantly before you're forced to deal with it yourself.

If you are deliberately hunting a bear, there is absolutely no reason to use conventional weapons. Pack an RPG-7 or grenade launcher, and if you have the chance, lay down some mines or C4 charges along your planned escape route. Bears are as close as this game gets to a tank, and should be treated as such. A single RPG round is enough to kill one.

Bird of Paradise

Birds of paradise are found throughout the island. Many are kept as pets by locals as a sign of affluence. Some of the more colorful breeds are prized by collectors all around the world while the less colorful ones are used as mops, feather dusters and organic French ticklers.

Black Eagle

The black eagle is revered by the Rakyat. That doesn't mean it can't be hunted. Just be respectful about it, maybe.

Black Panther

The rare black panther that roams the island is said to be darker than night.

Blood Komodo

One of the most disturbing creatures on Rook Island is a komodo dragon with a strange defect that causes its saliva to run red like blood.

Boar

If a boar decides to fight you, which usually happens if you stand around near one for too long, it can be a problem. Its standard attack is a short charge that knocks you down, which lets it follow up by goring you with its tusks. It can inflict a lot of damage in that time, so you'll want to strafe out of the way and retaliate with a couple of shotgun blasts. Fortunately, most boars on the island are reasonably calm and can be avoided or slain with little difficulty.

Buffalo

Most of the time, buffaloes can be found in herds and are content to ignore you. They scatter if they hear gunfire. When hunting one, make sure your first hit does as much damage as possible, from a sniper headshot or a close-range shotgun blast, then be ready to chase it down. Nothing short of a clean RPG hit can kill a buffalo in one shot, and they can even shrug off being hit at high speeds with a vehicle.

Rarely, you can find an aggressive buffalo that attacks you on sight. They move much faster than you'd expect, and while they're easy to dodge, they knock you backward and down on contact. This gives them time to set up for another charge, which can be lethal. You can tell if a buffalo is about to charge you, as it lowers its head and starts scraping the ground with its left front hoof.

Bull Shark

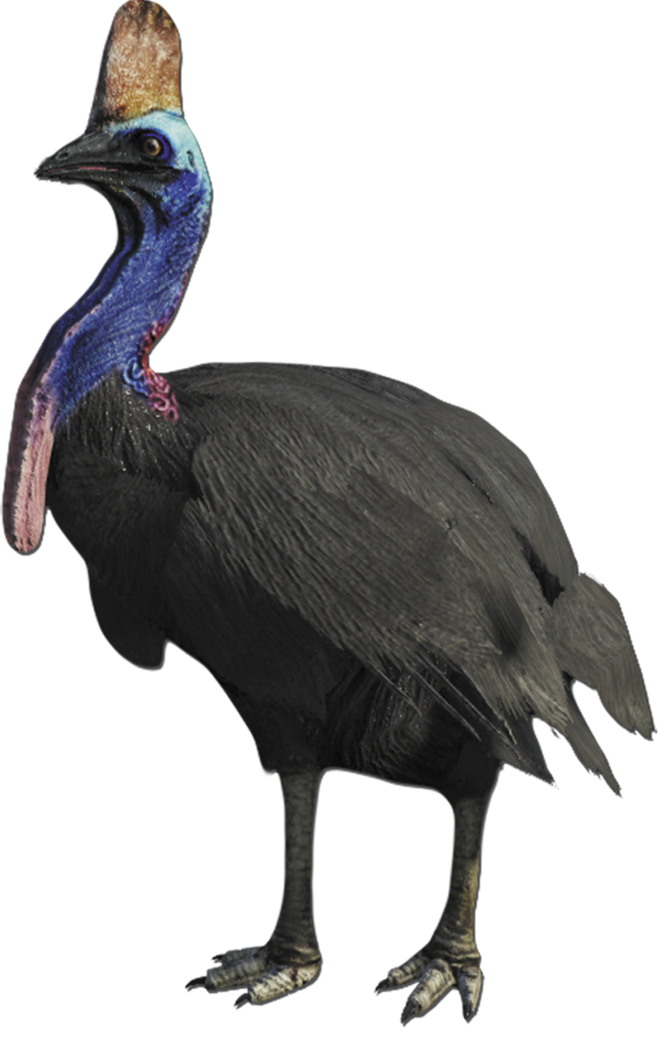
The presence of bull sharks is why it's a bad idea to go swimming off the coast of the island. They're quite common, they're immune to the effects of the Animal Repellent syringe, and they attack you on sight. If one sees you, it can latch onto you as part of a quick-time event that, if you successfully complete, ends when you stab it in the brain. This lets you skin them in relative peace, assuming you survived the process.

Assuming that you do not feel like using your own legs as shark bait (and you don't), a much safer method of shark hunting is to take one of the larger boats out into the water and shoot at sharks from the relative safety of its deck. It's a good idea to wait until you've got the Zoology 101 skill before you do this, just to maximize your gains.

Another good place for shark hunting is on the shallow sandbars on the southeast side of the North Island. The water is deep enough near the sandbars that sharks often swim by at a close enough range that you can pick one apart with rifle fire.

Cassowary

Nobody seems to have bothered to tell a cassowary that it's not dangerous. You may think it's funny when a tiny ostrich with an attitude problem rolls up on you, but then it's going to try to peck your eyes out. Fortunately, cassowaries have very low health.

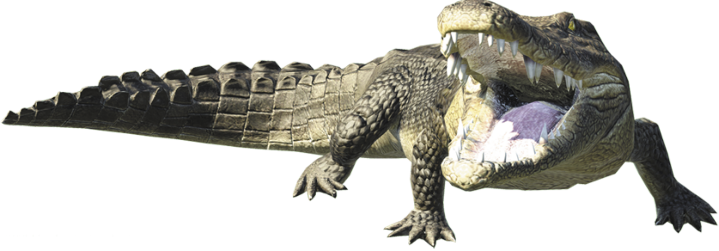


Crocodile

Aside from a handful that appear during story or side missions, you could easily go for the entire game without seeing a crocodile. They lurk in rivers and lakes throughout the island, floating silently until prey gets close. In other words, that's probably not a log, and unless it's glowing like it's loot, it's not dead.

If you spot it early, you can easily take a crocodile out before you get anywhere near it by shooting into the water from dry land. If one gets a hold of you, it begins a quick-time event that ends when it either kills you or you stab it in the head, killing it.

Unlike the other animals on and around Rook Island, crocodile leather is not used for any crafting recipe and can safely be sold for profit.

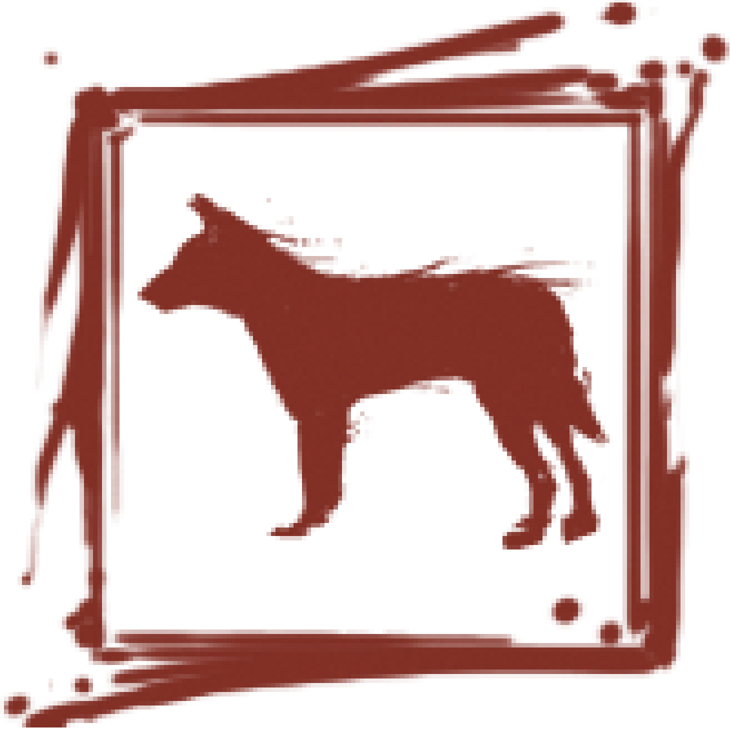


Deer

As you might expect, deer roam the island in easily spooked herds. They do not attack, but flee into the underbrush the moment they realize you or anything else is there. It is very difficult to find deer that are not already spooked by something.

The easiest way to deal with them is to creep up on their herd through the foliage and put a silenced rifle round into one of their heads from a reasonable distance. Otherwise, you tend to have to chase one for a long distance before you can get a successful kill.

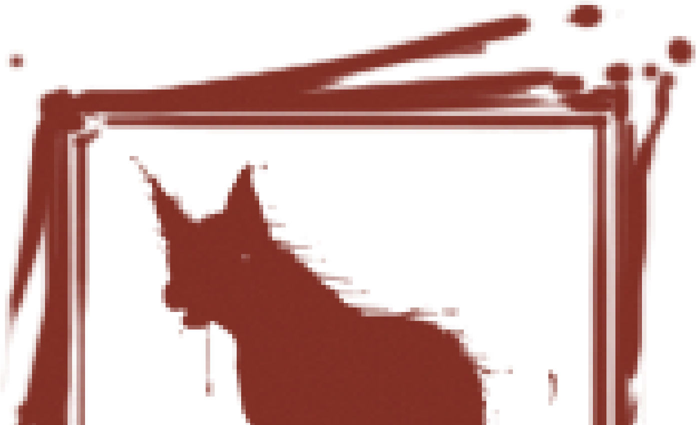
Dingo



In practice, a dingo is largely indistinguishable from a rabid dog. They're slightly smarter and have a much greater sense of self-preservation, which means it's easier to get away from them without a fight. They also move in larger packs, which can be a serious problem. If you're in a fight with a pack of them, get to the nearest open, flat area—ideally a road, as that gives you the clearest visibility. They're already tough to hit, so don't let them hide in the foliage.

It is very likely that you will get more than enough dingo hides for crafting purposes as a side-effect of exploring the island. They're very common in the jungles north of Citra's temple.

Dog



There are two kinds of dogs. One is the trained guard dog that is often found alongside the pirates or mercenaries you're fighting, most commonly on patrol in outposts. The other is found wild and rabid in the countryside, hunting goats or deer in packs.

In either case, they're fast but don't take much to bring down, and it's often easier to take one out with a knife than to try and shoot it. Wild dogs are also more bark than bite, and often give up very easily if you simply move away from their location.

Galapagos Tortoise

The Galapagos tortoise is one of the largest species of tortoise in the world, basically a big, semi-stationary, stumpy creature.

Goat

Like deer, goats are calm and tend to run at the first sight of trouble. They also don't tend to make a sound unless they're already frightened, which can make it tricky to hunt for them. If you startle a goat, your best bet is to tag it before it runs away, then give it a couple of minutes to settle down. You'll usually find it standing still some distance away, which makes it much easier to kill and skin.

Great White Shark

The great white shark may be nature's alpha predator, but it doesn't have much of a taste for man. That's the official line, but the people of Rook Island have seen evidence to the contrary.

Komodo Dragons

Individually, a Komodo dragon isn't much of a threat, although it's aggressive and much faster than it looks. The problem is that they can take a bit of punishment and they almost always show up in packs of three to five. Once you're surrounded, they can tear you to shreds in a hurry. When in doubt, assume there are at least two Komodo dragons that you do not see yet.

Leopard

The leopard is a solid #3 on the list of most dangerous enemies in the game. They're fast, they move erratically, and if they latch onto you, they can trigger a quick-time event that may end in an instant kill. Fortunately, they have much less health than tigers, to the point where you can kill a leopard from range with a single well-placed rifle round, and you may even be able to take one out with an assault rifle if you're lucky. Just the same, they're worth taking seriously.

Macaque

Macaques are kept as pets in Amanaki Village, where your weapons are automatically holstered. If you want to hunt one down to unlock its Handbook entry, or because you have something against cute monkeys, you can find two of them roaming the ruins during the “Down in the Docks” story mission.

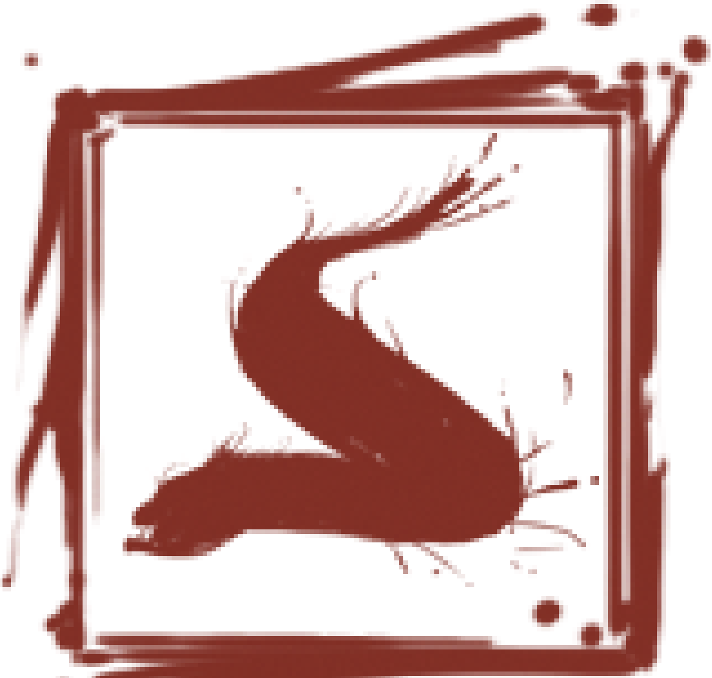
ManEater

Rook Island fisherman speak of a bull shark with a taste for human flesh. None who set out to catch it were seen again, but one man did manage to get a hook into the monster’s mouth before being slowly devoured. He probably should have stayed in bed that day.

Manta Ray

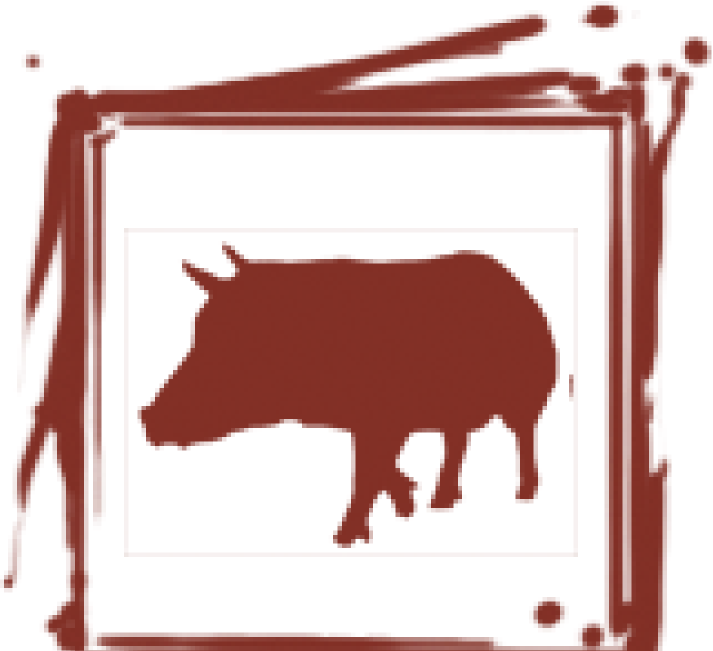
Manta rays are like eagles of the ocean. They soar through the waters with power and grace. They're strong. And they're always on the go.

Moray Eel



Moray eels are another reason to be wary in the waters around Rook Island. These large creatures will try to eat anything that they can catch, including human arms and legs. They have a second set of jaws which launch forward into their mouths, pulling prey down their throats.

Pig



These are your standard-issue pot-bellied pig. Like goats or deer, they're easily frightened and spend most of their time getting harassed by predatory dogs or Komodo dragons. Also, like goats or deer, your best bet is to take them out one at a time with a rifle, then let the rest of the herd escape.

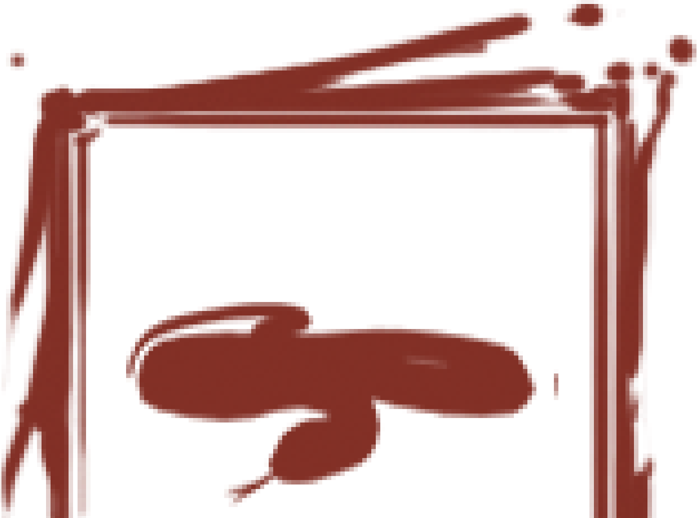
Red-Headed Vulture

The red-headed vultures on Rook Island mostly come from Singapore and are harmless.

Sea Turtle

Locals hunt sea turtles for food and consider their eggs a delicacy. Too bad you're not here for a culinary tour.

Snake



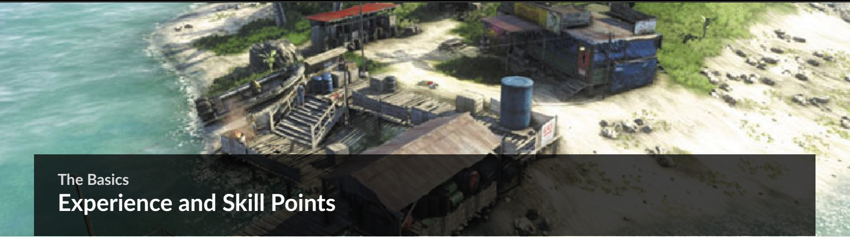
Even at the start of the game, snakes aren't that dangerous. A bite from a snake only does a little bit of damage, and one bullet or knife slash is enough to kill one. They can be hard to spot, but they make a disproportionate amount of noise. Snakes cannot be skinned.

Tapir

These poor little guys don't really have much going for them. Like pigs or deer, they tend to scatter once they realize they're in danger, but it takes them longer to realize that than most of the other animals on the island.

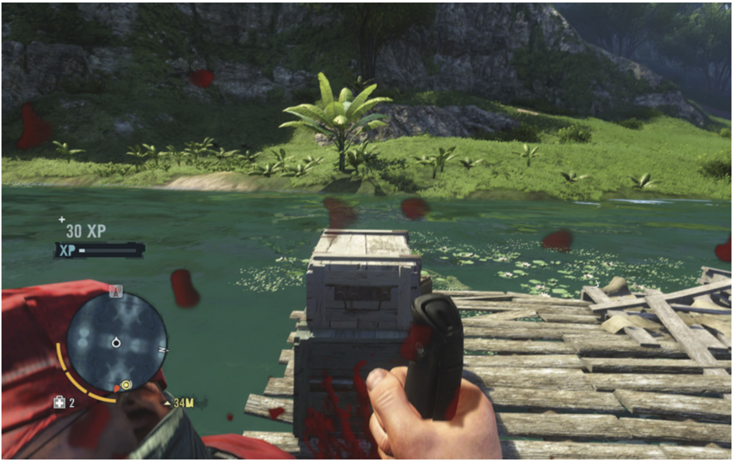
Tiger

Bears are a little more dangerous than tigers, but not by much. Tigers roam the island in unpredictable patterns and can show up almost anywhere, where they're likely to attack on sight. They're faster than you are and once they're on top of you, it's difficult to get away. Early in the game, if you see a tiger coming, your best bet is to ambush it with a few land mines. Fortunately, once you have some of the better weapons, tigers aren't as scary and can be taken down with rifle fire. A single shot from the Bull can kill a tiger.



The Basics

Experience and Skill Points



Completing the mandatory mission “Secure the Outpost” unlocks the Skill tree system. Initially, very few of your skills are available for purchase, but they are gradually unlocked for your use over the course of the game’s story missions.

Finishing missions, killing human opponents, or finding certain collectible items are all worth varying amounts of experience points (EXP). Every time you reach a certain amount of EXP, they’re automatically traded in for a Skill Point. The more Skill Points you’ve earned, the more EXP you’ll need for the next one.

Every Skill Point you earn also adds to the tribal design on Jason’s left forearm, until it’s an intricate sleeve tattoo that stretches from his elbow to wrist. Spending three Skill Points after the two you are forced to spend to complete “Harvest the Jungle” unlocks the Inked Up Achievement/Trophy, and obtaining all the skills in the game (which requires you to complete the story campaign at least up to the “New Rite of Passage” mission) gives you the Fully Inked Achievement/Trophy.

The fastest way to grind Skill Points, outside of deliberately killing every pirate you can find (which, to be fair, is probably going to happen anyway), is to search the island for collectibles. Relics are worth 250 EXP and there are dozens of them on the North Island, most of which aren’t that hard to find. Letters of the Lost are a bit trickier to come by, but any of them that you can pick up are worth 500 EXP. Between that and the bonuses you receive for liberating outposts and disabling scramblers, Skill Points should be flowing freely.

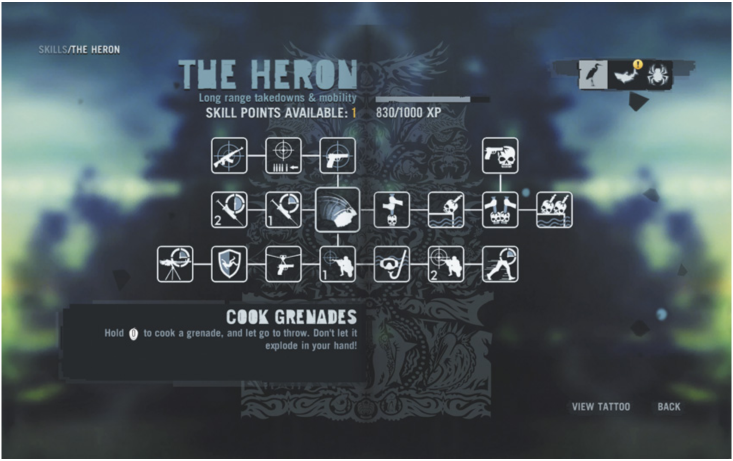
Experience Gained	
Normal Enemy Kill	10/20 points*
Headshot	25/50 points
Takedown	x3 multiplier
Heavy Kill	100 points
Explosive Kill	x3 multiplier
Multi-Target Takedown	100 points per additional target
Found Relic	250 points
Multi-Kill	x3 points per enemy
Disable Radio Tower Scrambler	500 points
Found Letter of the Lost	500 points
Heavy Beatdown	500 points
Liberated Outpost	500 points
Liberated Outpost, no alarms	550 points
Liberated Outpost, undetected	1500 points
Story Mission	1000/2000/3000/4000 points

Skill Points	
1-13	1000 EXP
14-15	2000 EXP
16-17	2500 EXP
18-25	3000 EXP
26-29	3500 EXP
30+	4000 EXP

Note

When you have earned a total of 54 Skill Points, the experience gauge greys out.

Skills



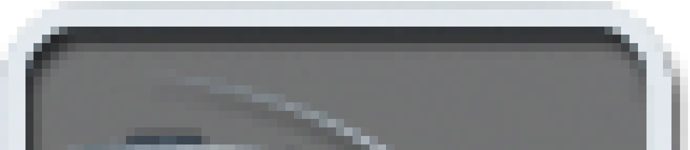
Hold ◯ to cook a grenade, and let go to throw. Don't let it explode in your hand!

You don't have to worry about spending points "wrong" in *Far Cry 3* , as most of the abilities are useful for any strategy or approach, and it's actually quite easy to simply purchase all of them once you've managed to get them unlocked. There are enough sniper missions in the early to mid game that it's a good idea to pick up Steady Aim early on, and the Horticulture and Zoology skills in the Spider tree help you get the most out of your hunting and foraging.

Each skill you acquire costs a single Skill Point, although it may have other conditions attached to it. Purchasing a skill also fills in a predetermined section of the tattoo on Jason's left forearm.

Heron

The skills in this tree cover mobility, Takedowns, and attacks from long range. The Syringe Potency skills come in handy when exploring the island, as it gives you more underwater time from Deep Dive, and the Death From Above Takedown is a lot of fun.



Cook Grenades

Prerequisite: finish “Harvest the Jungle”

You can prime a grenade for a few seconds before throwing it by holding down the throw button. Most human opponents dive for cover the moment they see a grenade out, so this is useful for ensuring a kill.

Hip Shooter

Prerequisite: Cook Grenades, finish “Secure the Outpost”

When firing a pistol, SMG, or shotgun from the hip, or without aiming along its sights, there’s a certain amount of target drift. This skill minimizes it, which improves the gun’s damage output.

Aimed Reload

Prerequisite: Hip Shooter

While aiming along iron sights, you can quickly reload a pistol or sniper rifle. This has the useful side effect of allowing you to chamber a new round in the M-700 without losing your sight picture.

Long Gun Expert

Prerequisite: Aimed Reload

Same benefits as with Hip Shooter, but now applicable to assault rifles and LMGs.

Syringe Potency

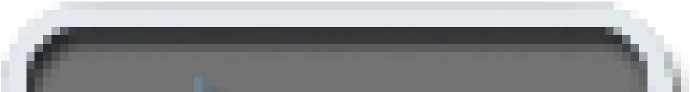
Prerequisite: Cook Grenades

Syringes that confer a timed bonus last 25% longer.

Enhanced Syringe Potency

Prerequisite: Syringe Potency, finish “Meet Citra”

Syringes that confer a timed bonus last 50% longer.



Steady Aim

Prerequisite: Cook Grenades

You can hold your breath longer while aiming with a sniper rifle, thus steadying the crosshair. This is almost required before you can get any real work done with a sniper rifle.

Line Gunner

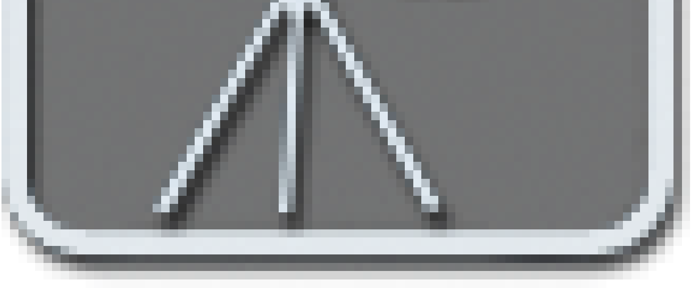
Prerequisite: Steady Aim, finish “Meet Citra”

Line Gunner allows you to fire a pistol or small SMG, such as a Skorpion, while you’re sliding down a zipline. This isn’t as useful as it sounds, and there are remarkably few situations where it comes in handy. One of those situations is during a difficult story mission, however, which makes this skill worth the (low) price of admission.

Soft Landing

Prerequisite: Line Gunner

As you’ll notice early on, it doesn’t take a very long fall to injure you in *Far Cry 3* . This helps with that, and is particularly handy during “The Motherlode.”

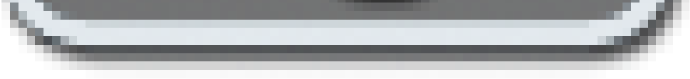


Cool Gunner

Prerequisite: Soft Landing, finish “New Rite of Passage,” kill ten human opponents with a mounted gun

It takes about 50% longer for a mounted gun to overheat from use with this skill. This skill would be more useful if you could pick it up before “Saving Oliver,” but it sees some use anyhow. One of the most satisfying ways to deal with an enemy outpost is to steal a patrol boat or jeep and use its turret to sweep the place clean of life.

Deep Breath



Prerequisite: Steady Aim, finish “Meet Citra”

Jason can hold his breath for 25% longer. There are more than enough Relics and other undersea collectibles to justify your purchase of this skill. It’s also handy when using a river or lake to stealthily approach a location.

Breath Control

Prerequisite: Deep Breath, finish “Meet Citra”

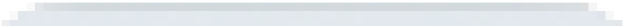
An improvement on Steady Aim, this gives you a surprisingly long window of stability when using a sniper rifle. You’ll want to pick this up soon after it becomes available, as there are a couple of story missions shortly after “Meet Citra” that either require or reward the use of a sniper rifle.

Marathon Man

Prerequisite: Breath Control, finish “New Rite of Passage”

Jason can already sprint a considerable distance without losing his breath and slowing down, but with Marathon Man, he never gets tired at all. This really comes into its own on the South Island, where Hoyt’s mercenaries control most of the territory and the roads can be deathtraps.

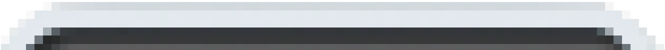
Death From Above



Prerequisite: Cook Grenades

This skill allows you to use a Takedown automatically on any enemy you're able to jump on from above, even if they're aware of your presence. You can ramp off of hills or bounce off short objects like some kind of stabby parkour runner, then leap on an enemy to automatically finish them off with your knife. Naturally, this does not render you bulletproof, so doing it in mid-combat is a lousy plan, but it's a great opening move.

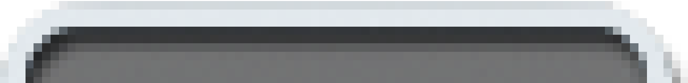
Death From Below



Prerequisite: Death From Above, finish “Meet Citra”

If you can approach an enemy standing at the edge of a platform from below, you’re able to yank them over the side for a quick stabbing. This is primarily useful for taking out sentries who are on piers or docks. You can drag them into the water to quietly eliminate them.

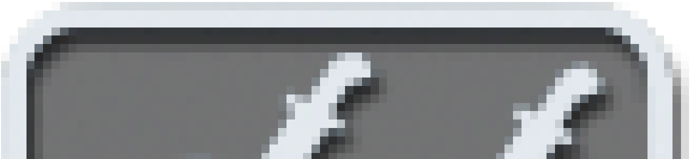
Dual Death From Above



Prerequisite: Death From Below, perform at least one Death From Above Takedown, finish “New Rite of Passage”

You won’t see this situation happen naturally, but if you can use a few thrown rocks to decoy a pair of guards over beneath you, this lets you gank them both at once.

Dual Death From Below



Prerequisite: Dual Death From Above, perform at least one Death From Below Takedown, finish “New Rite of Passage”

Finding this situation under ordinary circumstances is only slightly less likely than seeing a unicorn, but it’s great for dealing with nests of snipers.

Gunslinger Takedown

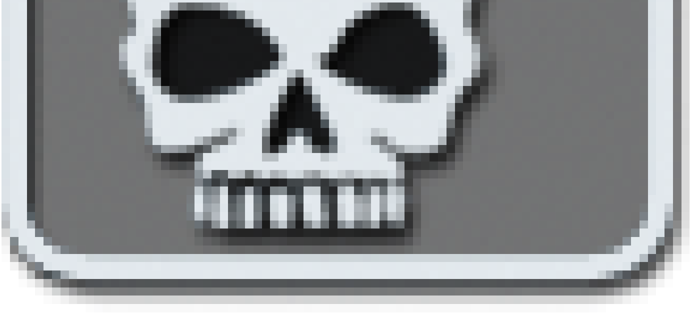
Prerequisite: Dual Death From Above

If an enemy is carrying a pistol, you can follow up a successful Takedown by using his pistol to fire at nearby enemies. This requires some practice before you can get it to work, but a Gunslinger Takedown can eliminate a large crowd of enemies in seconds. It's more useful against pirates, since they aren't wearing body armor and the pistol is thus more effective against them.

Shark

The Shark tree is one of the best options to start with, as it contains the skills that give you more health and improve the efficacy of your syringes and first aid.

Takedown



Prerequisite: finish “Harvest the Jungle”

You must take this skill as part of a mandatory story mission, and its various uses are covered in detail elsewhere in the guide. Long story short, this lets you stab people to death, and that is surprisingly useful.

Physical Conditioning

Prerequisite: Takedown, finish “Secure the Outpost”

You get another block of health. Handy!

Improved First Aid

Prerequisite: Physical Conditioning

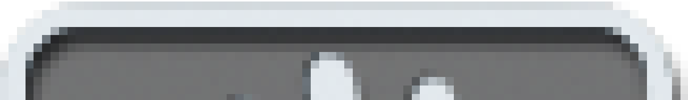
This powers up the efficacy of standard first aid, which is only used if you’re completely out of Medical syringes. This skill is rarely useful unless you’ve truly screwed up, but there are missions near the end of the story campaign where the bonus to first aid is a lifesaver.

Advanced Conditioning

Prerequisite: Improved First Aid, finish “Meet Citra”

You get a fourth block of health. Great!

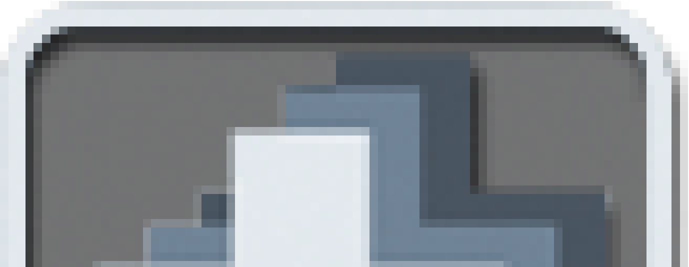
Advanced First Aid



Prerequisite: Advanced Conditioning

First aid now restores three blocks of health. You have to take this anyway to get to Expert Conditioning, but as noted previously, it’s much more useful late in the game.

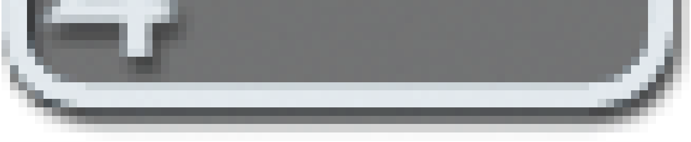
Expert Conditioning



Prerequisite: Advanced First Aid, complete “New Rite of Passage”

You get a fifth block of health. Useful!

Peak Conditioning



Prerequisite: Expert Conditioning, finish “Meet Citra,” craft 10 Medical syringes

You get a sixth and final block of health. Excellent!

Adrenaline

Prerequisite: Takedown, finish “Secure the Outpost”

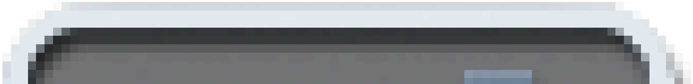
Any partially depleted blocks of health regenerate faster. This is an obvious must-have.

Field Medic

Prerequisite: Adrenaline, finish “Meet Citra”

Medical syringes now restore four blocks of health.

Field Surgeon



Prerequisite: Field Medic

Medical syringes now restore six blocks of health.

Button Up

Prerequisite: Field Surgeon, buy three suits of body armor at a vendor, complete “New Rite of Passage”

Body armor absorbs 50% more damage. You gain access to this skill right about the same time you’re heading to the South Island, where the general quality of your antagonists takes a sharp upward turn. It’s worth getting, as you’re about to start picking fights with a higher class of mercenary and the extra protection can save your life. The secondary requirement should be satisfied well before you unlock the skill for purchase.

Adrenaline Surge

Prerequisite: Button Up, finish “Three Blind Mice,” complete three Supply Drops

Your partially drained health blocks refill themselves 100% faster. That really speaks for itself.

Ironsides

Prerequisite: Takedown, finish “Secure the Outpost”

You take 50% less damage from explosions. This takes the damage from an indirect RPG hit down from “nearly lethal” to “survivable,” and by the time you reach the game’s halfway point, this is a legitimate concern.

Fire Retardant

Prerequisite: Ironsides, finish “Meet Citra”

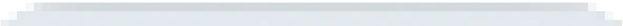
You take 50% less damage from fire. Given the love of Molotov cocktails among certain elements of Vaas’s men, this skill is more than worthwhile. You should try to pick it up before you undertake the “Kick the Hornet’s Nest” story mission.

Evasive Driving

Prerequisite: Ironsides, finish “Meet Citra”

Any car you drive takes 50% less damage from all sources. This is virtually required to complete any of the Supply Drop side missions, since they almost require you to crash through foliage like a maniac, and losing the car before the finish line is a legitimate concern.

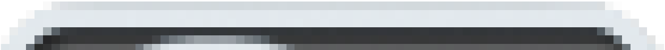
Chained Takedown



Prerequisite: Takedown, finish “Meet Citra”

If you land a Takedown on an enemy, you can use a quick motion command to instantly chain your attack to a nearby enemy and kill him as well. You can keep doing this until you run out of living enemies in the area or miss the motion command, which makes it great for both grinding EXP and clearing out enemies in close quarters.

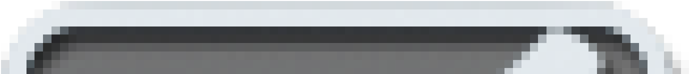
Grenade Takedown



Prerequisite: Chained Takedown, finish “The Motherlode,” kill 5 human enemies with grenades

This is more useful for style points than anything else, but like the Gunslinger Takedown, you can use it to eliminate an entire group of enemies in seconds. During a standard Takedown, push your throwables button (RB/R2/grenade) to yank the pin on your target’s grenade and kick him away, then back up before it goes off.

Heavy Beatdown



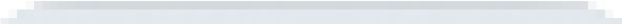
Prerequisite: Grenade Takedown, kill a shark, complete “New Rite of Passage”

This allows you to use standard Takedowns to kill heavy machine gunners and flamers, and as such, is virtually required. Before this skill becomes available, your strategy with these guys requires a lot of explosives and ambushes; after that, you can sneak up on them like anyone else.

Spider

The Spider tree of skills involve hunting, stealth, and survival. The Horticulture 101 and Zoology 101 skills are must-haves.

Sprint Slide



Prerequisite: finish “Harvest the Jungle”

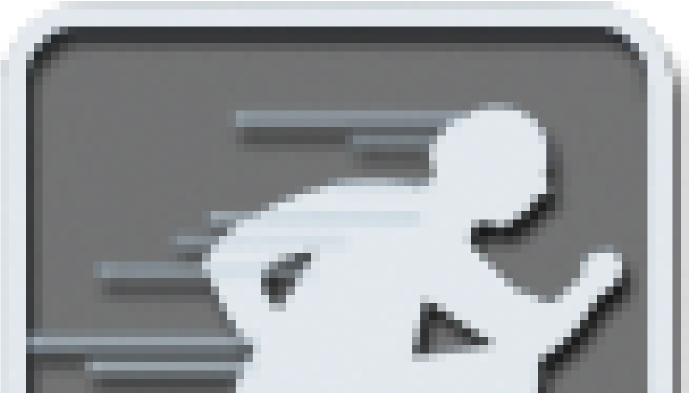
You have to pick this up anyway, so it’s good that it’s worthwhile. You can use this to end a sprint by sliding into cover, such as dense foliage or underneath furniture, which has a lot of use both in evasion and avoiding gunfire.

Expert Swimmer

Prerequisite: Sprint Slide, finish “Secure the Outpost”

This is a “sprint” for swimming. Before you can pick up Deep Breath or the Deep Dive recipe, this is a lifesaver as it lets you reach the surface that much faster. Grab this before you go on the “Mushrooms in the Deep” mission.

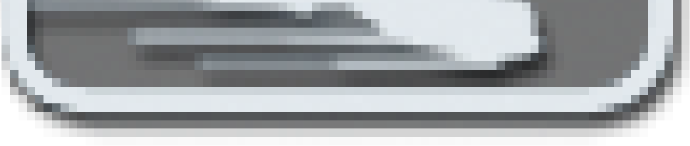
Jungle Run



Prerequisite: Expert Swimmer, finish “Meet Citra”

This actually makes you slightly faster when you’re moving in a crouched position. This has a slight drawback in that you can’t use your crouch as a way to carefully navigate narrow platforms anymore, but it more than compensates by letting you land faster Takedowns from stealth.

Ninja Step



Prerequisite: Jungle Run, liberate two outposts without being detected, complete “New Rite of Passage”

You’re now almost as quiet when you’re walking or sprinting as you are when you’re crouched. By the time an enemy hears you, you’re in Takedown position.

Horticulture 101

Prerequisite: Sprint Slide, finish “Secure the Outpost”

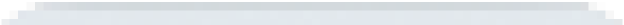
You receive double the leaves from any plant you harvest. This is an easy way to accidentally fill your rucksack, but there’s nothing wrong with having extra syringe materials around.

Zoology 101

Prerequisite: Horticulture 101, finish “Meet Citra”

Any animal you skin is worth two hides instead of one. This allows you to not have to hunt any extra tigers, leopards, or bears, and as such is well worth the effort to acquire. Late in the game when you don’t need the skins for equipment, this is also a license to print money.

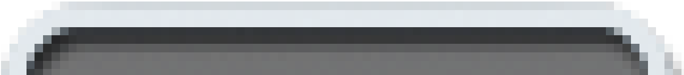
Stone Wall



Prerequisite: Zoology 101

You spend a lot of the early game getting stock-checked to the floor by pirates, and Stone Wall prevents that. Animals won't use their grab or maul attacks as often and it's harder to knock you over. Some attacks can still manage it, such as the story boss in "New Rite of Passage" or a charging buffalo, but this takes a lot of pain out of combat.

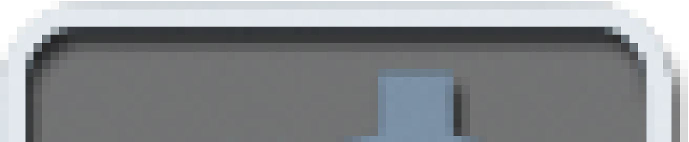
Penny Pincher



Prerequisite: Zoology 101, finish “New Rite of Passage”

An enemy corpse usually doesn’t have more than $15 on it when you loot it. With Penny Pincher, the cash take from a looted body goes up to $20 or more, about the same as a common loot chest.

Dealmaker



Prerequisite: Penny Pincher, complete three “Wanted Dead” quests

By the time you can pick this up, money isn’t that big of a deal anymore unless you’ve totally ignored any and all bonus missions. This skill trivializes making vast sums of cash, particularly with high-end loot items like the relics you can find inside old ruins.

Expert Archery

Prerequisite: Sprint Slide, finish "Meet Citra"

You gain additional stability when aiming a bow. This makes it a much more viable option as a go-to weapon throughout the game. If you don't care to use one, try to pick this skill up anyway before "New Rite of Passage," as you're required to use a bow as part of that mission.

Combat Archery

Prerequisite: Expert Archery

Quick shots with the bow don't fly very far or do very much damage. With Combat Archery, you draw the bow fast enough to eliminate that problem. As with Expert Archery, take this skill before "New Rite of Passage" to make that mission a little easier.

Takedown Drag

Prerequisite: Sprint Slide, finish “Secure the Outpost”

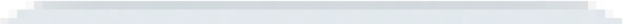
It requires a bit of practice to use effectively and you still can’t move a body once you’ve let it drop, but this can greatly assist your stealth operations by letting you drag all these corpses you’re creating into less obvious places.

Knife Throw Takedown

Prerequisite: Takedown Drag, finish “Meet Citra”

The last of the “extra style” Takedown options, this lets you deal with a second enemy by throwing a Takedown victim’s knife at him. It’s a good option for when you’ve got two targets that are far apart, and has the additional advantage over the Gunslinger Takedown of remaining quiet.

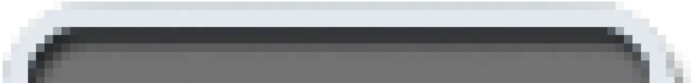
Loot Takedown



Prerequisite: Knife Throw Takedown, finish “New Rite of Passage”

You automatically loot any human you kill with a Takedown. This is a timesaving device more than anything. Waste not, want not.

Running Reload



Prerequisite: Takedown Drag

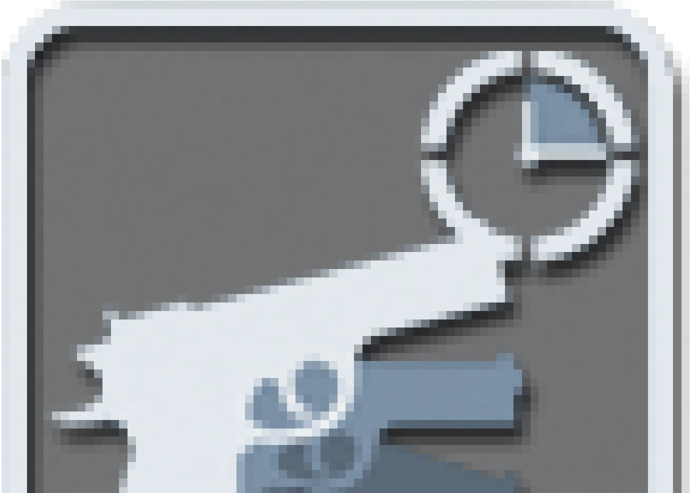
This is one of those skills that's so useful on a regular basis that after you take it, it's hard to remember it was something you had to actually unlock. This lets you reload while you're sprinting.

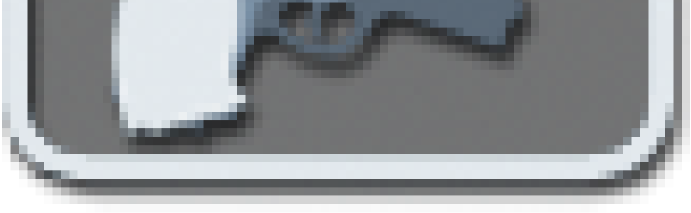
Nimble Fingers

Prerequisite: Running Reload, finish “Meet Citra”

You reload pistols, SMGs, and shotguns 25% faster. The last is the most important, as the later models of shotgun have a glacial reload time, particularly the SPAS-12.

Quick Swap





Prerequisite: Nimble Fingers

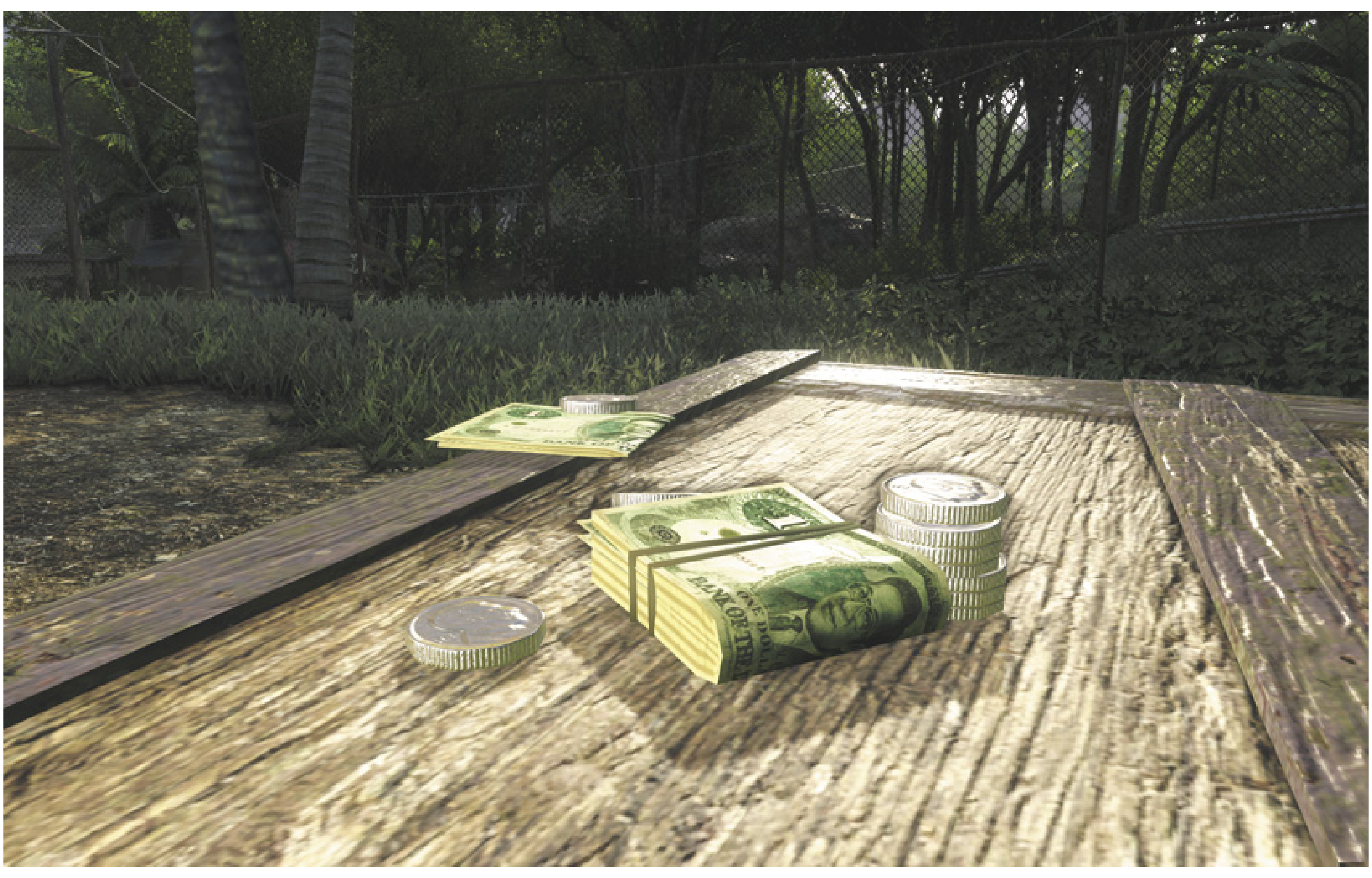
You switch weapons and aim along iron sights much faster than you do without this skill. Like Running Reload, this skill fades into invisibility shortly after you take it. It's a good quality-of-life bonus.

Nimble Hands

Prerequisite: Quick Swap, finish "Meet Citra," buy three types of gun attachments

This skill is useful because it removes one of the major problems with the M-700 sniper rifle. You can keep your sight picture while working its action, which makes lining up your next target that much easier. Its benefits for LMGs and assault rifles are just icing on the cake.

Making Money



Money in *Far Cry 3* is easy to come by and can be hard to spend. Since you can easily unlock the standard weapons for free by disabling radio scramblers, cash is mostly useful for buying ammunition, particularly at the midgame when you've got enough ammo capacity to be toting around an LMG or sniper rifle, and body armor. If you loot every chest you run across while you're exploring and traveling, you should have no problem acquiring more than enough money to keep you well supplied throughout most of the game.

If your wallet is full and you want to burn off some of your bankroll, try spending it on ammo for weapons you aren't using, extra explosives (there is no such thing as too much C4), or maps. In the late game, the signature weapons cost three to five grand each, and are all a worthwhile investment.

Loot Boxes

As early as your first missions around Amanaki Village, you should notice the presence of glowing chests in the game world, which are marked on your minimap with a diamond-shaped icon. They can be found just about everywhere, and they don't seem to belong to anyone. You can loot them all without any repercussions.

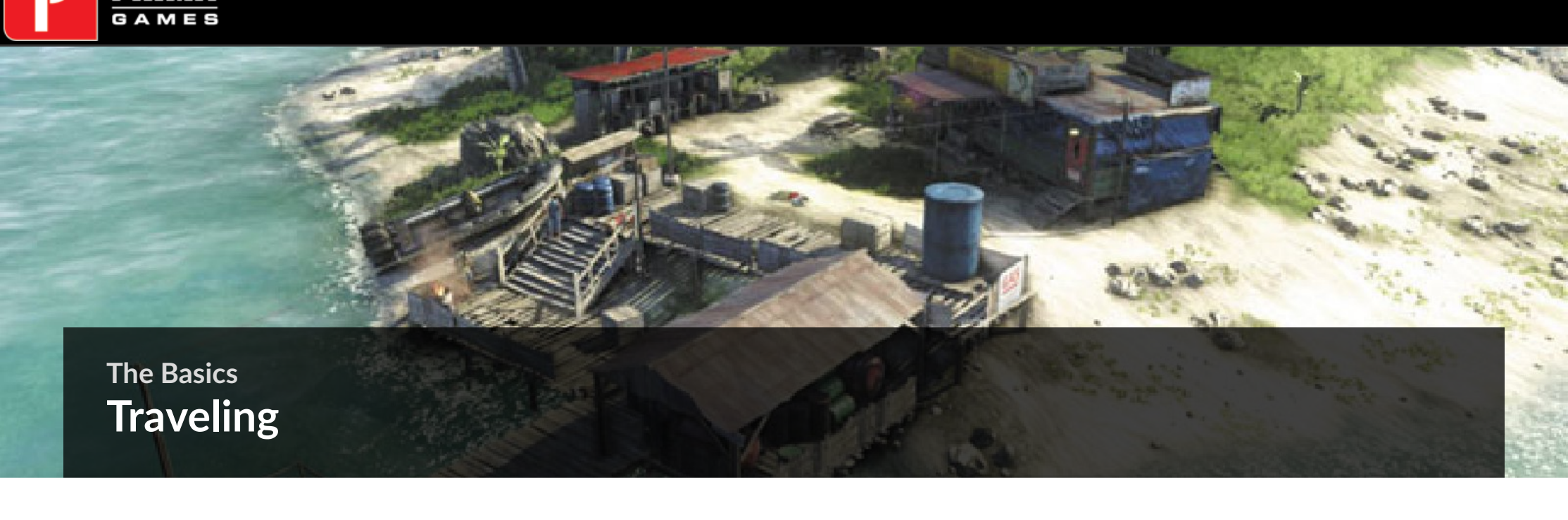
Loot chests come in three varieties. The first and most common are brown or green wooden shipping crates, which always contain a small amount of cash ($10-$50) and a single loot item. The second are metal chests in Army green, which have a chance to contain a small amount of random ammunition or a single grenade in addition to cash. The third, and rarest, are red treasure chests, which are found near collectible items and can contain ammunition, a single high-value loot item, and between $200 and $300.

The items found in chests often have some interesting or funny history attached to them, but if it shows up in your loot rucksack, it is only valuable in terms of its resale value. There's no reason to hang on to a loot item any longer than you have to.

Many of the loot chests in the game refill themselves over time, particularly ones located in or around outposts or villages. Green and red chests do not.

Skinning

Once you've crafted the fourth-stage upgrade (Heavy Duty) for all of your containers and pouches, commonly encountered animals' skins are only useful as another source of income. If you end up fighting and killing a hostile animal or happening across a fresh kill, their hides' vendor value is usually anywhere from $10 to $50 and can be an excellent source of extra cash.



The Basics

Traveling

Rook Island has no native manufacturing, but over the course of its history, various warlords or armies have stolen, bought, or "acquired" a wide variety of arms and vehicles that are now available for your use. Whether it's due to a local cultural flexibility about one's possessions or Jason's unspoken facility for hotwiring cars, you can get into any vehicle you see and drive off without causing a social problem.

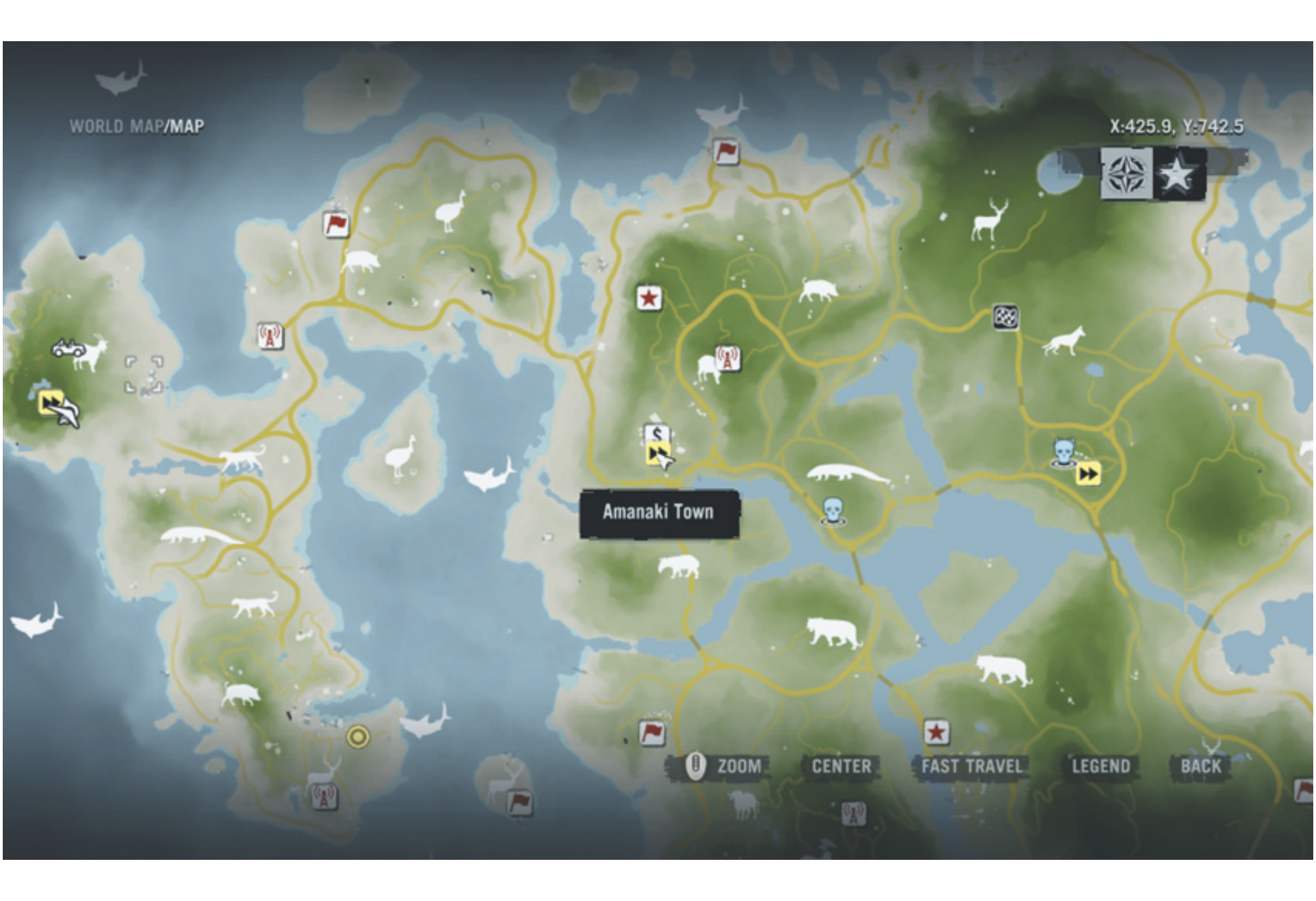
Most of the settlements throughout the island have at least one set of wheels parked nearby, and it's not uncommon to find an abandoned vehicle by the side of the road. You can use them to cover ground faster than you can on foot, and in the event you destroy your ride, there's always another one relatively close by. As with loot chests, any activity that spurs a loading screen (starting a mission, fast traveling, reloading a game, etc.) also causes any fixed vehicles to respawn at their original location.

However, Rook Island does not have a lot of auto mechanics. Most of the vehicles in Far Cry 3 have problematic handling as you approach high speeds, and that's mostly due to being old junk boxes that, in a more civilized place, would have been stripped for parts years ago. The exception tends to be the jeeps and 4x4s that you can steal from the pirates, as they've got more mechanical savvy and can afford newer machines. As a general rule, if you have the choice, try to grab heavy four-wheeled vehicles. ATVs and trikes are both very prone to rollover, and even sedans are hard to steer unless you're driving like your grandmother. (You know you're in a backwater hellhole when a cargo truck is the best of your available vehicular options.)

Early in the game, Vaas controls most of the territory on the island and his men have the roads on lockdown. It's unwise at this point to drive anywhere, as you're likely to run into at least one heavily armed group of pirates, whether they're on foot or driving around in a jeep. You can avoid a lot of confrontations by simply driving past as fast as you can, but frequently, you'll be driving through one group of pirates toward one group of pirates to get past a group of pirates. At that point, the entire thing just gets ridiculous. You're better off sneaking through the wilderness and, as the opportunity presents itself, seizing outposts to break Vaas's grip on the island.

After you've liberated a few outposts in an area, the roads are much safer, the Rakyat often patrol in jeeps or on foot, and vehicles become a more attractive option. If you're going into hostile territory, it's a much better idea to ditch your wheels, go in on foot, and to stay away from the roads.

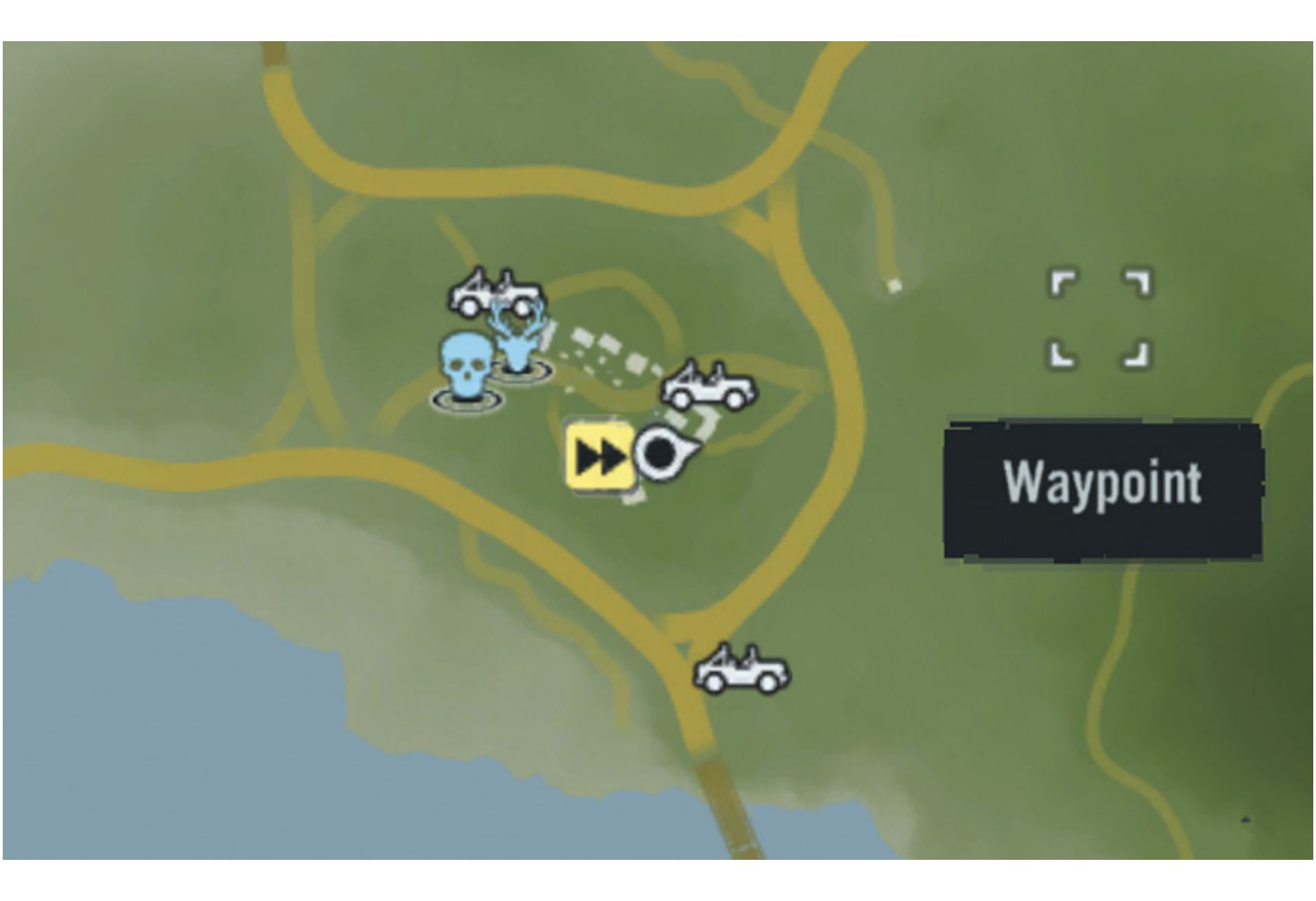
Fast Travel



As Dennis illustrates in an early story mission, any safe house in the game can be used as a fast travel location. This includes villages, towns, certain locations that are important in the story, and outposts you've liberated.

The main story missions all have one thing in common, and that's sending you all across the map without much in the way of warning. Fast travel locations become very valuable then, as while there are plenty of places on Rook Island that are still half a klick or better away from the nearest outpost, you can shave a lot of time off by having a travel point somewhere nearby. It's a good idea to liberate any outpost you get close to simply for the sake of having the fast travel location.

Waypoints



You can highlight any location on your map to use it as a waypoint. This places an icon that's visible in the game world, in addition to indicating on your minimap how far you are from a given location. Waypoints can be placed anywhere, but actual map icons—Relics, Letters, villages, outposts—are "sticky" and can be highlighted somewhat more easily.

When you're using waypoints to help yourself hunt for hidden collectibles, such as Relics, they can often lead you directly to an empty location. As a rule, this means that there's a way to get underground somewhere nearby, whether it's a mine shaft, old cavern, underwater grotto, or basement access. Rook Island has a lot of old tunnels scattered across it, and collectibles are often hidden somewhere within.

Gliders

There are a few abandoned hang gliders left here and there around Rook Island. They can be used to cover ground faster than just about any other vehicle on the island, and there are no hostile forces patrolling the sky. It's a quick, peaceful way to get around.

Then you have to land.

A glider slowly loses altitude as you move and eventually must be brought down, although that can take a while if you're careful about keeping your nose up. To land safely with a glider, find a long, flat surface like a road and move parallel to it before gently bringing the glider down. Do not be surprised if you crash, as parking a glider without scattering it and yourself over the landscape is one of the tougher challenges in the game. You can bail out over lakes or the ocean without taking damage, however, as long as you're careful to not land on a shark.

Wingsuit

Late in the game, you'll receive a wingsuit. This means you're running around with deployable flaps under your arms as well as an attached parachute.

What this means for your travel abilities is that you're now capable of surviving very long falls without any real damage. When you're wearing the wingsuit, any fall that's more than about ten feet triggers an onscreen prompt to deploy the suit, which slows your fall dramatically and allows you to control your descent. Once you're close enough to the ground, you can then deploy the parachute to land safely.

The wingsuit still pays lip service to things like momentum, however, which means a fall realistically has to be from a very high place in order for it to help you in any way. If you fall off of a radio tower or something, the wingsuit will deploy just in time for you to smack into the ground and die. You can use the wingsuit as a method of safely dismounting from gliders, or to jump off of mountains and cliff faces. It's actually a lot of fun.

Vehicles

Dune Buggy

Dune buggies are useful for off-roading and travel across the rocky beaches and bluffs. They handle uneven terrain well, but aren't great for sharp corners.

Darrah

A simple four-door sedan that has gone from being rusty to being held together mostly by rust, the Darrah is easy to find and just as easy to wreck. It's a reasonable means of getting around the island, but the steering goes out at high speeds and the vehicle is already on its last legs. Bail out before the shooting starts and expect that it won't survive a hostile encounter.

Jet Ski

WA5892
RIDE

Rook Island has "acquired" quite a few jet skis over the years from nearby resorts, and most are still in good working condition. They're fast, easy to find, and excellent in rivers, on lakes, and on the ocean, but have exactly zero defensive capabilities and capsize easily.

Patrol Boat

These can be tricky to find, as most of Vaas and Hoyt's men favor the RHIB. The patrol boat has the edge in durability and thus longevity over its inflatable counterpart, but there are no more than a handful in working condition throughout the island. Its mounted turret provides significant and portable firepower, which is handy both for hunting sharks and dealing with pirates.

RHIB

As you might expect from an inflatable boat, the RHIB can't take much punishment before it sinks. It rides higher in the water than the Patrol Boat, which makes it a much better choice for navigating rivers, and that in turn makes it helpful for handling the occasional inland assault. If a group of reinforcements arrive at an outpost in a boat, it'll be in an RHIB, complete with turret.

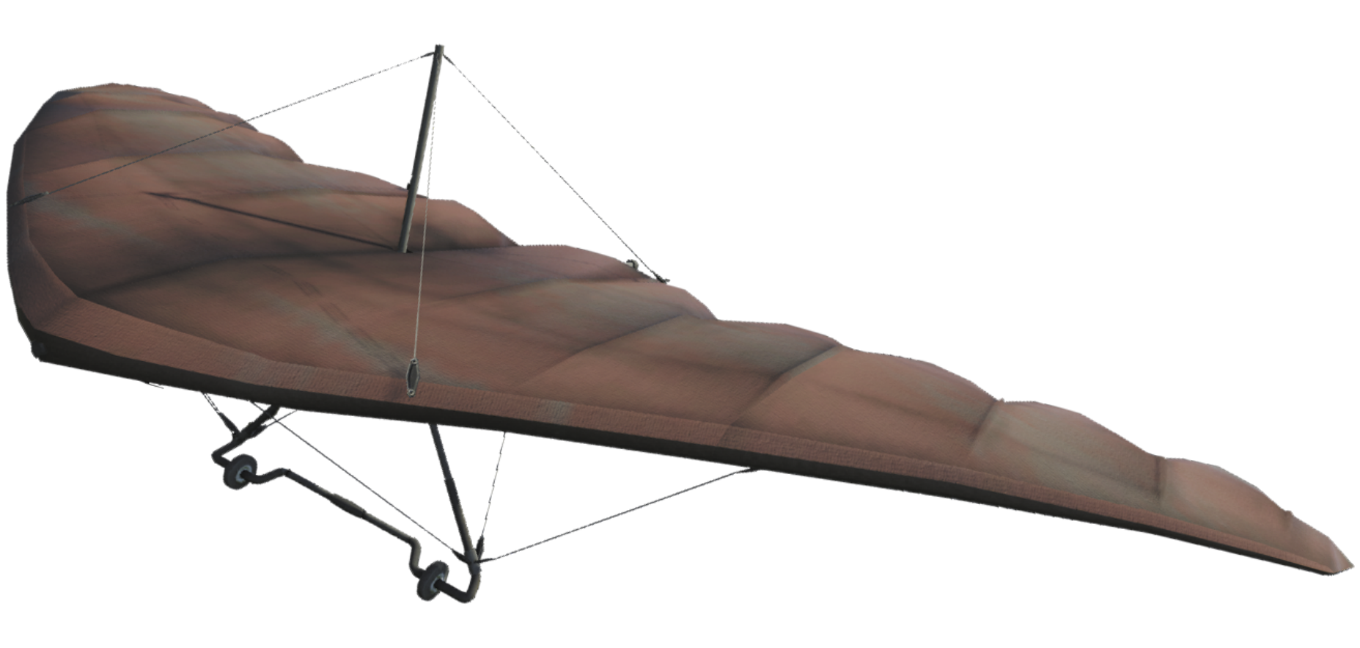
Styrus

The Darrah has a bit more weight on its side, which means the Styrus is faster, but harder to control once you put a little extra gas behind it. This is not a great car for anything but strict transportation.

Cargo Truck

These were built to last, and everyday use on Rook Island has tested that design. Cargo trucks don't have a great top speed, but they're durable, stable, and heavy, which is a big advantage on these often-treacherous roads. If you've got a choice in the matter, always go for the truck when you can.

Glider



It's unlikely you'll encounter real trouble on a glider, since most enemies aren't watching the sky for you. If you've purchased the right skill, dropping from a glider onto an enemy triggers a Death From Above Takedown, which both cancels out any damage you might have taken from the fall and earns the Never Saw It Coming Achievement/Trophy.

Quad

If you've ever wanted to do a barrel roll in a wheeled vehicle, the Quad can make that happen. It's rollover prone at high speeds and in sharp turns. It has got great traction, which makes it an excellent off-road vehicle as long as you keep one finger on the brake button.

Scavenger

Vaas's pirates favor these durable all-wheel vehicles for their patrols, so for most of the game, you'll associate the sight of these jeeps with imminent armed conflict. If you get the chance to drive one, it's a solid, useful vehicle for everything from simple transport to vehicular manslaughter.

Technical

These inexpensive, fragile jeeps are driven by many of the guard patrols on both the North and South Islands. They're stable, accelerate smoothly, and can be taken off road with little difficulty. Even better, many of them come standard with a mounted 12.7mm turret, providing firepower that is both extreme and portable. On the negative side, as you may have noticed when fighting other people who are driving them, it's a repurposed civilian vehicle and is much less durable than you'd think it would be.

Tip

In vehicles with a working radio, you can change the station with your control pad.

Key Locations

Outposts

Outposts

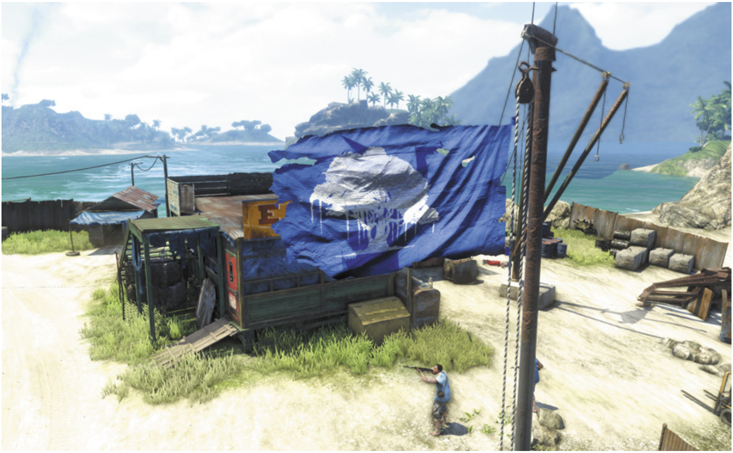
There are thirty-four fortified locations throughout Rook Island, where Vaas and Hoyt garrison their troops and equipment. Each one of these outposts represents a link in their supply chain, and taking them out is tactically useful for both you and the Rakyat.

Each liberated outpost provides you with a new fast-travel point on your map. The back room of each outpost contains a self-service weapons vendor, allowing you to reequip yourself and sell off your loot, and may also have spare medkits, ammo, or loot chests. You can only find Memory Cards by liberating outposts.

"Liberating" is, in this case, a gentle euphemism for "killing everyone inside." An outpost is considered liberated when every guard within it is dead, whether you're the one who did it or not.

Most of the outposts are rigged up with at least one alarm, which is marked on your map with a 🔊 icon, and appears as a tall post with a red klaxon atop it in game. You can shoot the red control panel at the base of the alarm to disable that particular panel, and if you do so at range with a silenced weapon, the soldiers won't tend to notice you've done it unless they're standing close by. There may be more than one alarm panel in a base, however. If you can get to one of the panels, you can disable it by hand, which permanently shuts down the whole outpost's alarm system.

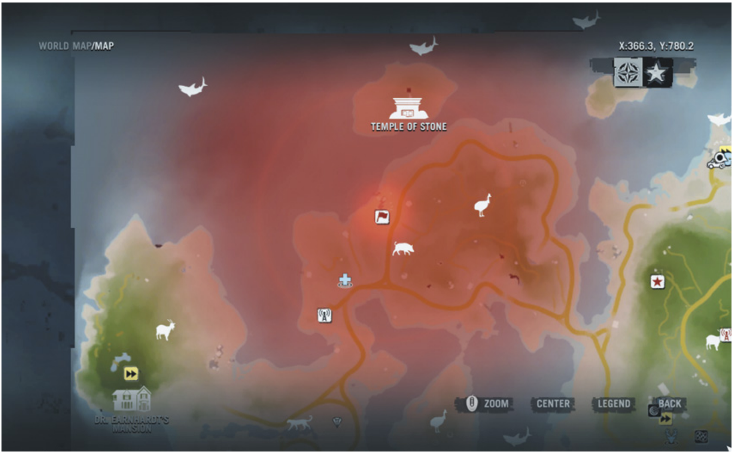
If you're spotted by one of the outpost's guards, their first reaction is often going to be to go set off the alarm. If they get to do this, it summons reinforcements from elsewhere on the island, which will arrive at the base via nearby roads in thirty seconds. They will often bring any nearby patrols along with them. A typical group of reinforcements is three or four armed riflemen in a jeep, but the further you get into the game, the more reinforcements show up and the better armed they are.



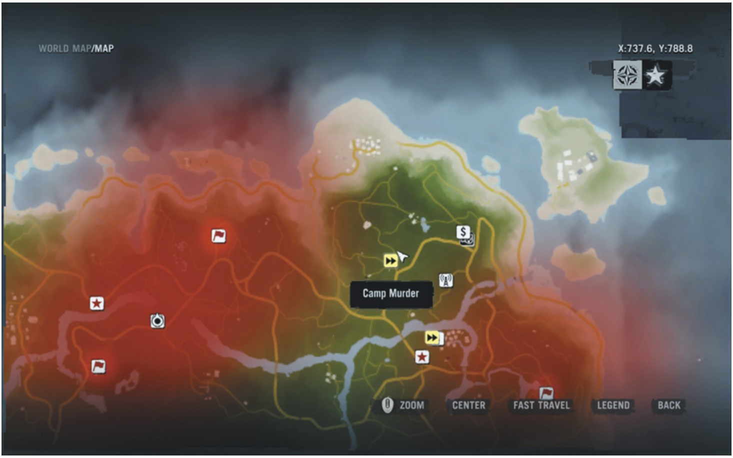
Each outpost you liberate is worth at least 500 EXP. If you do so without setting off an alarm, whether it's because you sabotaged the alarm or you killed everyone before they could reach it, you receive a bonus of 50 EXP. If you manage to eliminate every soldier in the outpost without any of them realizing you're there, you receive 1,500 EXP.

These bonuses are calculated based upon whether or not the soldiers at a given outpost see you. If they notice a couple of bodies or something other than you clears the outpost, such as an unexpected wild animal attack, you can still receive the 1,500 EXP for remaining undetected. That bonus is only blown if one of the guards at some point lays his eyes on you.

Finally, the big reason to attack and capture an outpost is that it dramatically reduces the number of pirates or privateers that appear throughout the nearby area. As noted in the walkthrough, before you capture an outpost, the roads on Rook Island are so heavily patrolled by Vaas's men that they're nearly unusable. You can't go more than maybe two hundred meters without running into a jeep full of pirates with kill-on-sight orders, which makes simply getting around the island a dangerous proposition.



A working outpost on an illuminated section of your map has a red ring around it. This represents the outpost's patrol range, and if you go within that zone, you are guaranteed to encounter enemy forces. This means using the roads is difficult without ending up in a car chase or running into a blockade, and any sound you make, such as hunting with an unsuppressed rifle or using explosives, will bring a group of enemy troops running to investigate. A good example of this is in the early story mission, "The Medusa's Call"; if you capture the Welshore Wrecker's House beforehand, the approach to the Medusa is quiet right up until you're in the mission zone. If you did not capture the outpost, you will have to fight for every step you take north of Amanaki Village.



Capturing an outpost repaints that area of the map in forest green. This indicates the Rakyat have control, and they take over the patrols in the area. Civilians move back into the zone, optional side missions or challenges may become available, and if you run into trouble, there's a good chance there will be a few armed Rakyat in the area who can lend you a hand.

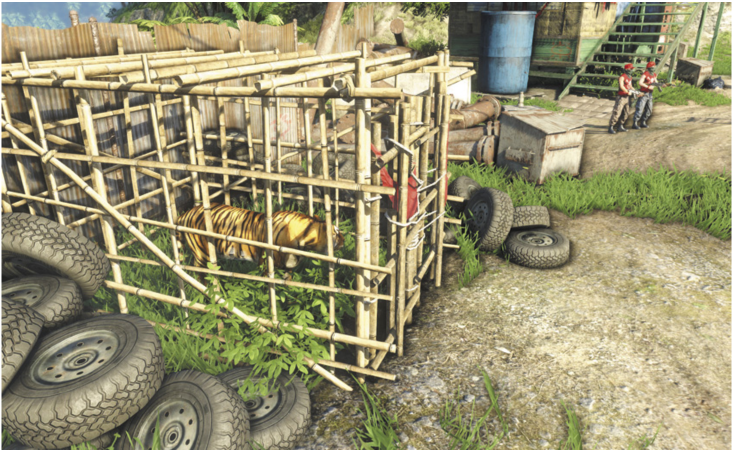
This section is an attempt to discuss each outpost's layout and personnel in a way that will help you clear the place out, with a few suggestions for tactics. You have an enormous amount of freedom in how you choose to deal with every outpost, and none of the strategies detailed below should be considered the One True Way to handle the situation. You do get significant EXP bonuses for clearing an outpost with stealth tactics, but the extra guards that show up in a reinforcement wave can easily make up the difference.

That said, *Far Cry 3* dynamic encounters do tend to complicate things like this in both good ways and bad. It's not unheard of for animals to wander into the area, random Rakyat patrols to lay siege to an outpost, or a jeep full of pirates or mercenaries drive through the base while out on patrol. This may be good for you, such as when a full pack of Komodo dragons depopulates the base while you're still running recon, or bad, such as when a bunch of soldiers creep up on you from behind while you're tagging the enemies in the outpost. In short, these strategies tend to work, but there will always be unforeseen complications.

Tip

Liberating 17 outposts unlocks the Shadow signature weapon for purchase at vendors.

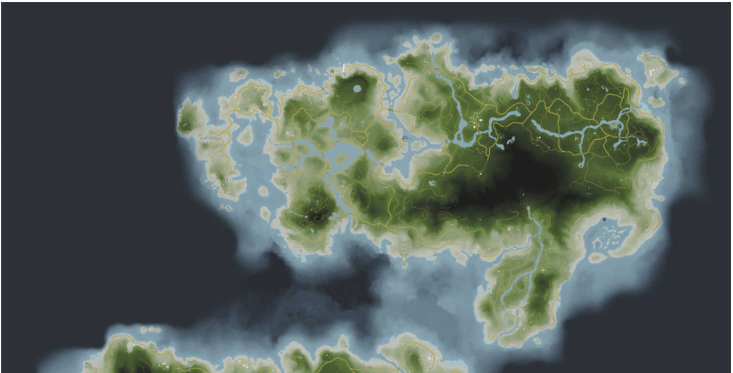
Our Animal Friends



Several outposts contain animals in cages, presumably captured so they can be sold off. Most of the time, these animals are extremely annoyed and will go straight after their captors if they're freed. You also have the option of killing them while they're in their cages with a couple of C4 charges, which can be a relatively easy way to get skins from some of the more dangerous animals.

If you free an animal, it's often a painless way to depopulate the outpost without any danger to you. A bear or tiger is capable of (but not guaranteed to) single-handedly taking down every enemy in any outpost on the North Island, and even a couple of dingoes or a leopard will bring down one or two pirates before they're taken out. As a result, many of the strategies in this chapter default to "let out the animal," or if you prefer, "the Bear Offensive."

Conversely, however, if the animal in question is still alive and free when your Rakyat posse shows up to take control of the base, it's happy to attack them too. They may consider this a betrayal, in which case they'll go after you.

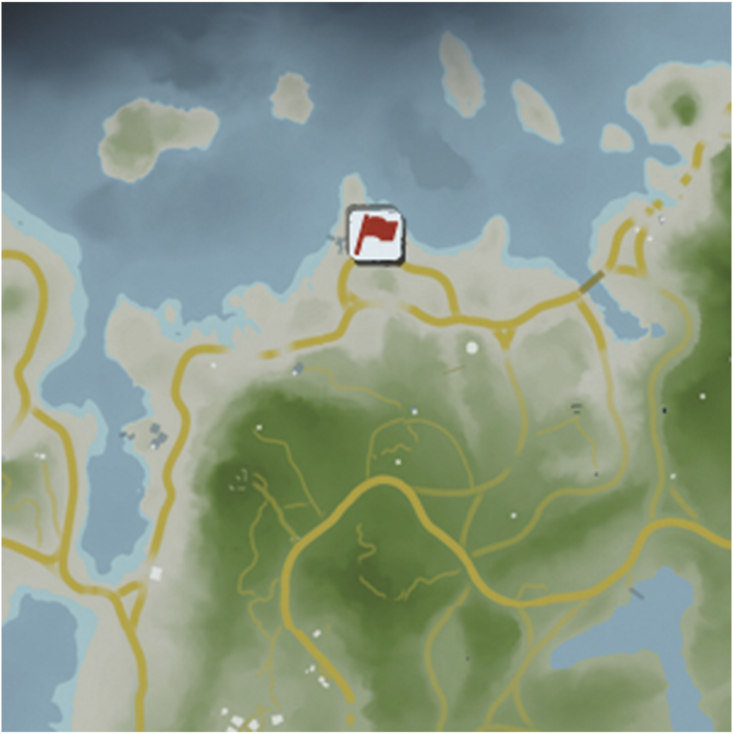


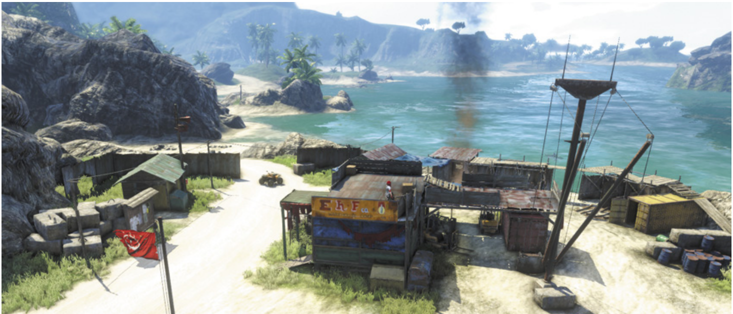
Click here for interactive map

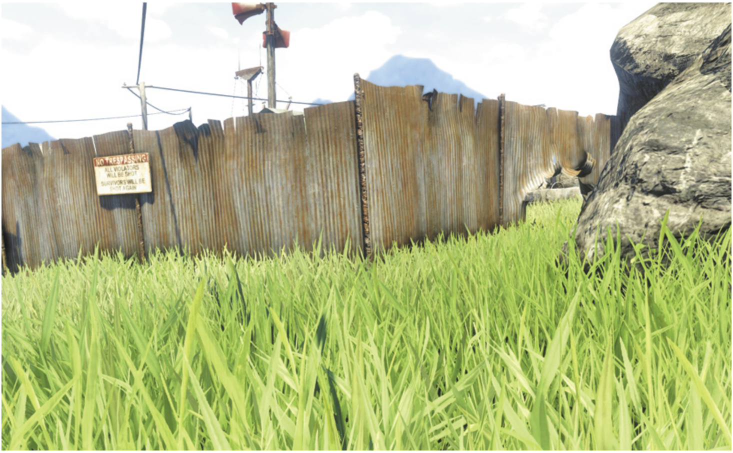
North Island

If an alarm is raised at a North Island outpost, reinforcements arrive in thirty seconds. This typically takes the form of a jeep with four standard soldiers inside, and may be followed by another jeep if the alarm persists. If the base is on or near the water, a gunboat may show up instead, complete with a mounted gun. Should this be the case, the drivers of the gunboat are content to stay on the water and fire at you until such time as you retreat far enough inland to make that impossible.

Welshore Wrecker’s House



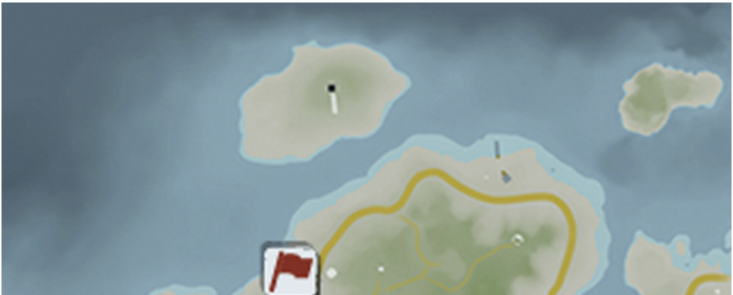


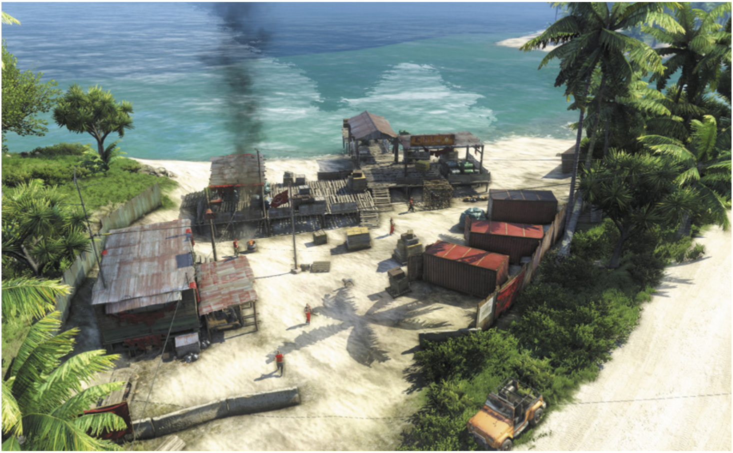


Given how close this outpost is to Amanaki Village, it's likely to be one of the first bases you attempt to liberate. Getting there early in the game can be half the trick, as the pirates control most of the island and the area north of Amanaki is infested with them. This can seriously complicate things if you go for an all-out assault, as it's likely that the sound of gunfire will draw in pirates from the roads outside.

There's a hole in the fence near the alarm post, which makes it easy to sneak in and disable the switch. From there, there's only one charger on ground level who's actually on patrol, and it's easy to lure him in with a thrown rock. With him dead, the sniper's busy watching the water and the other two guards are both busy with salvage operations. You can take all three down without having to use any special tactics to speak of and collect an easy 1,500 EXP.

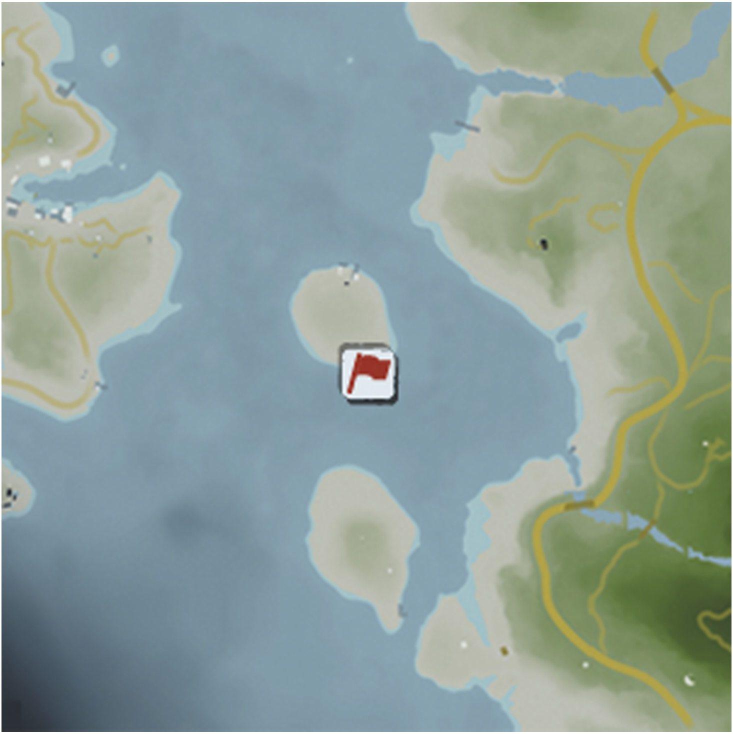
Valsa Docks

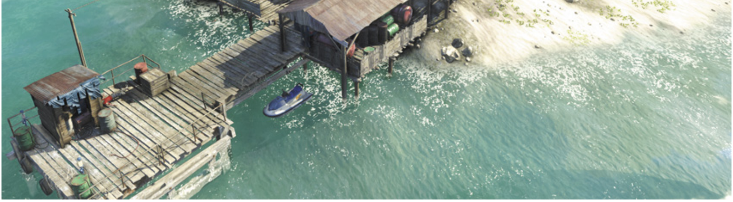


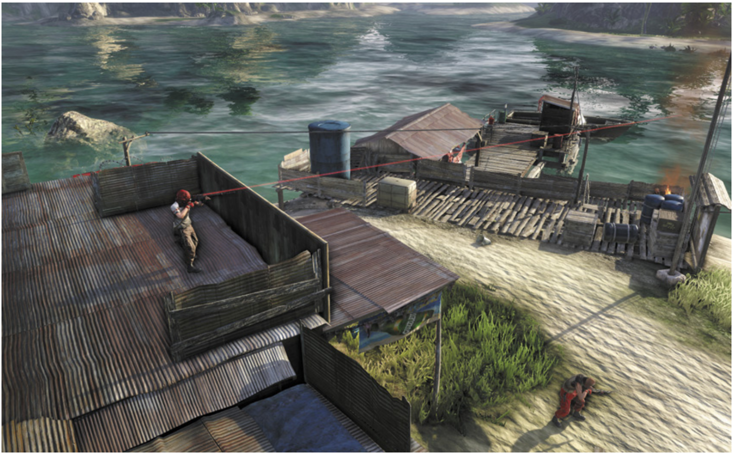


There are two normal troops and two chargers with shotguns inside the Valsa Docks. They've captured a cassowary, and you can shoot its cage to free it, but it's at best a momentary distraction. Aside from that, four ordinary soldiers don't pose a major threat even early in the game.

Orphan Point



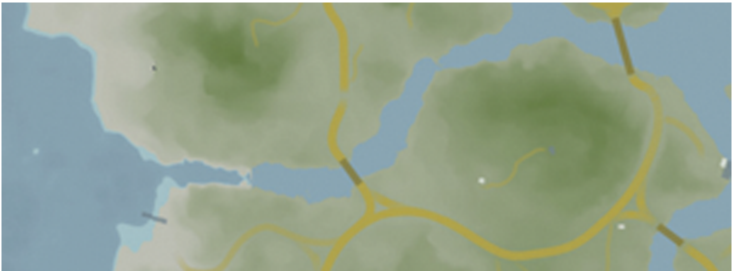


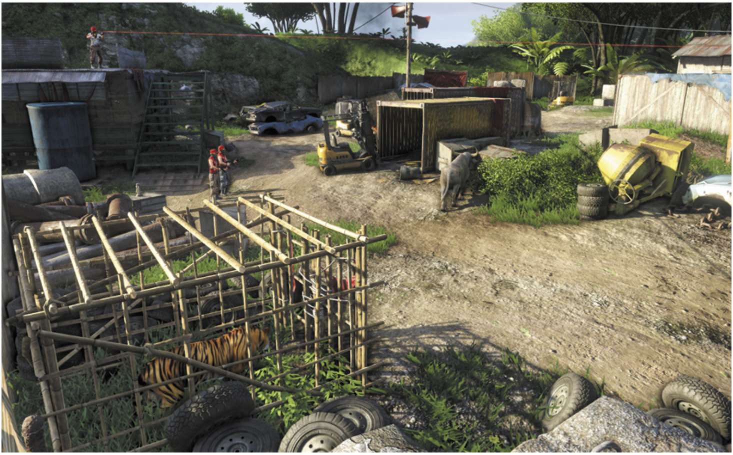


As one of the few outposts on an island, Orphan Point represents an interesting tactical challenge. The outpost itself is lightly guarded, containing one sniper, three normal soldiers, and a charger, but the sniper is covering the northern approach, the others are watching the water, and the area itself is likely to have at least one patrol boat full of pirates.

The weak link is actually the sniper, who has a weird patrol route. Tag him from a distance, wait for him to turn away, then approach from the north side of the island and take him out. With him out of the picture, it's easy to pick off the others from the rooftop.

Mosquito Yard

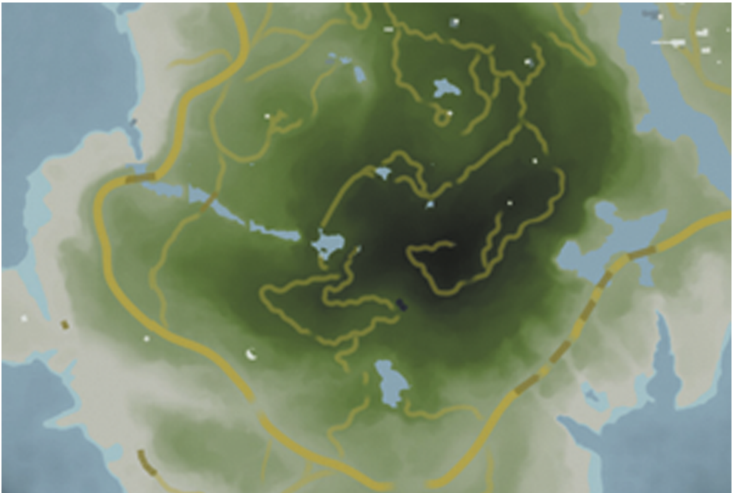


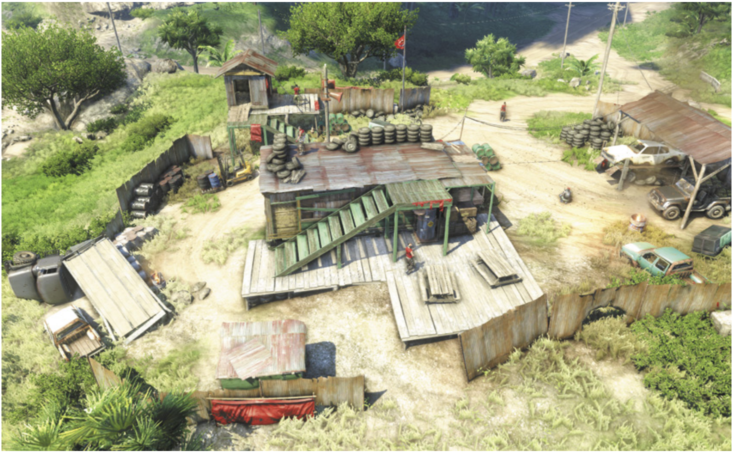


This is likely to turn into an assault regardless of what you'd prefer. Mosquito Yard is lightly guarded, with only a couple of chargers and a sniper on patrol, but the area around it tends to be lousy with pirates. You shouldn't be surprised if you aren't able to reach the outpost without bringing the party with you.

In the event that you're able to get to the outpost without a hassle, Mosquito Yard is one of the first outposts that you're able to deal with by means of releasing one of our four-legged friends. They've got a caged tiger on the premises, and depopulating the base is as easy as simply letting that tiger out to play.

Northview Gas

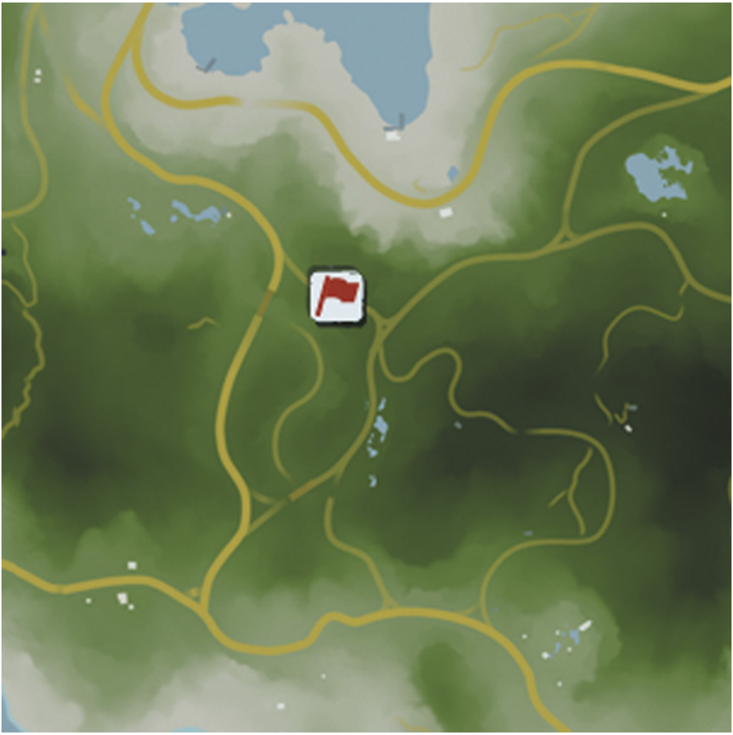


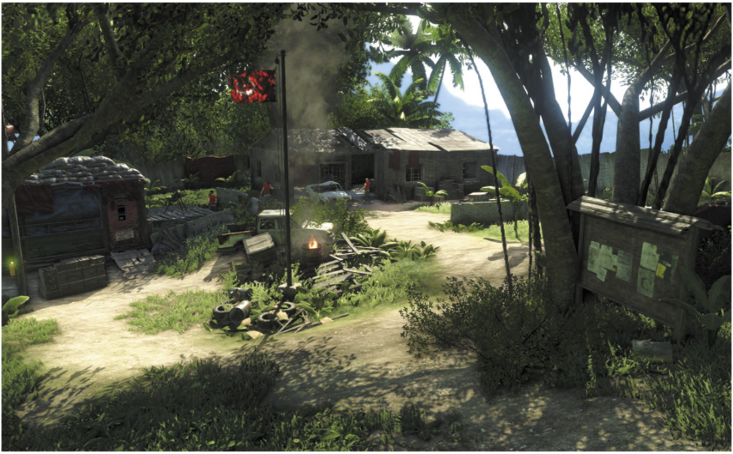


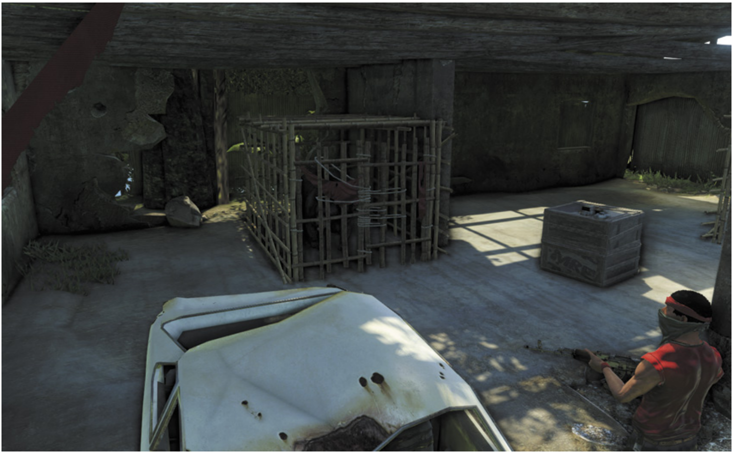
There are a lot of boars and tigers in the hills surrounding Northview Gas, which makes getting there half the fun. If you're ever going to trick a tiger into wiping out a base for you, it's likely going to be here.

The base itself is peopled by two chargers and four standard soldiers, and a frontal assault from the road is tricky owing to the presence of a mounted gun. The good news is that there's a hole in the back fence that's just big enough to slip through, which gives you a good opportunity to stealth-kill every single guard in the place from behind.

Cliffside Overlook



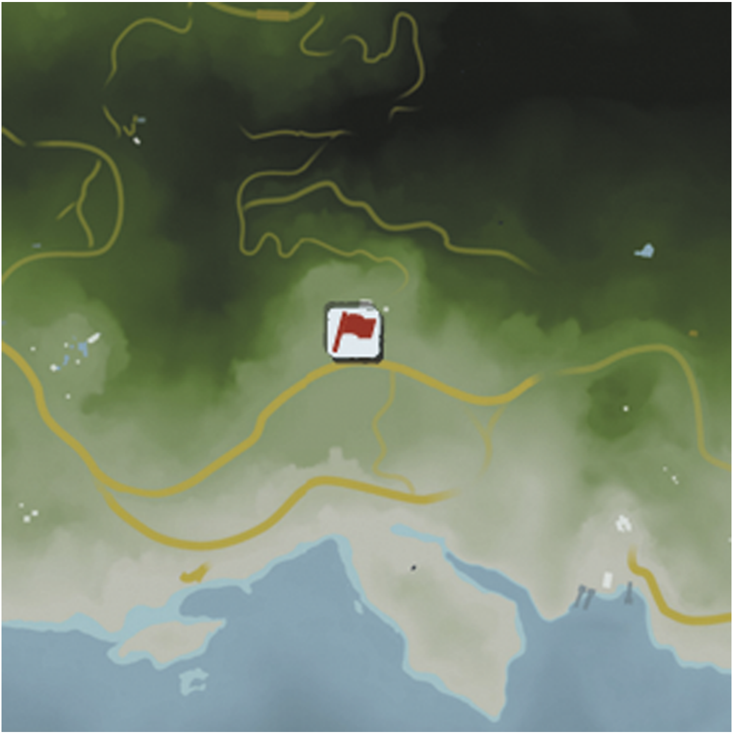


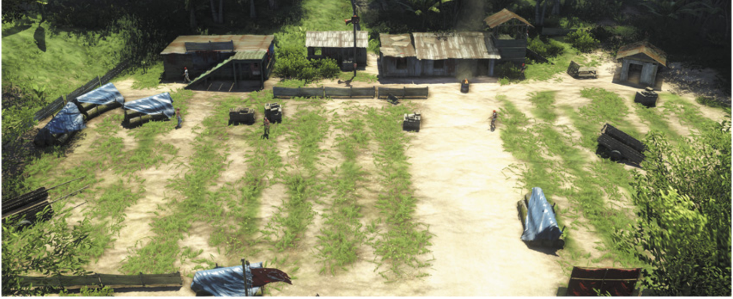


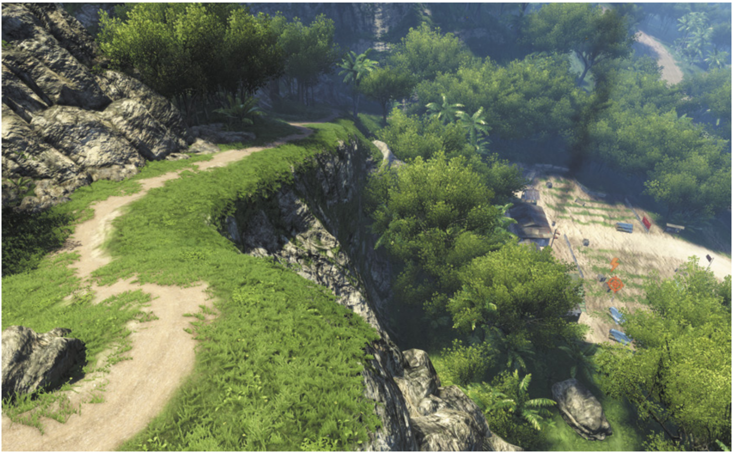
Earlier in this guide, we briefly touched upon the “free the bear” strategy. Now is the time when you can see it in action. The Cliffside Overlook is sort of a soft target to begin with, because while it has got six pirates on guard and a mounted gun covering its front gate, there are two separate holes in its perimeter fence that you can use to quietly infiltrate it. It’s easy to just come in from the back and start slitting throats. It’s tactically sound and is nowhere near as entertaining as the Bear Offensive.

The bear’s cage is inside the large concrete garage near the back of the outpost. You can get a clear shot at the cage door from the gap in the back wall. Bring a silenced handgun, break the lock, and watch the fun. The pirates may win this fight, but the bear should take down enough of them before it dies that you’ll be able to cleanly mop up the survivors, then collect a free bear skin. It’s a win-win!

Hubris Farm







If you approach the Hubris Farm from the south, you can see it from a long way off. Two snipers are on constant watch from either side of the main building, sweeping the jungle in front of them with laser sights. They both go on patrol occasionally, but if you stay in the foliage to the north of the camp and wait it out, you can assassinate them both without too much trouble. At that point, it's just a question of luring the chargers and soldiers on the ground out and eliminating them one at a time.

Hubert Shore Power

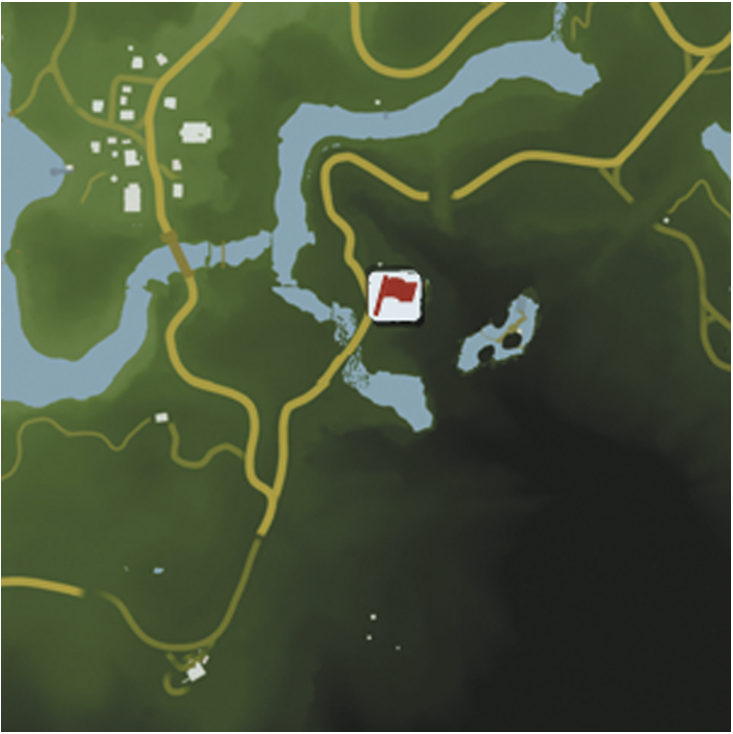
There are only six guys on duty, four of whom are chargers, and the heavy boar population in the area makes it difficult to sneak in at ground level without being seen. (The boars' squealing can give you away.) There's a zipline anchored in the hills above this outpost that lets you get onto the roof of the shuttered garage with minimal chance that you'll be spotted. From here, you can scope the place out and get up to shenanigans.

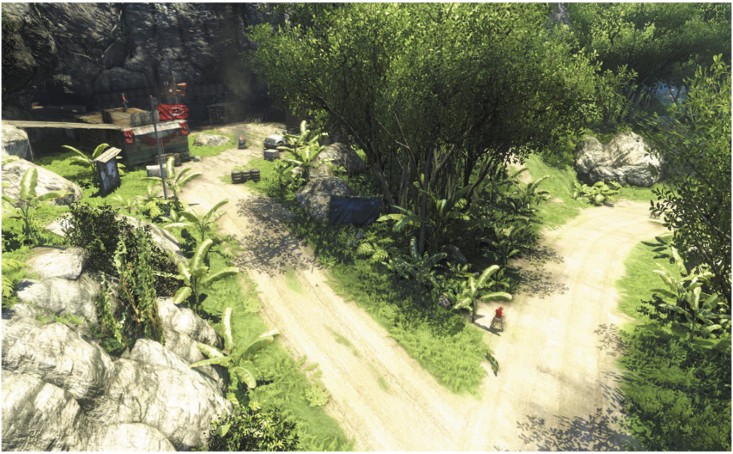
The captive leopard in this outpost can deal with a couple of the thugs for you, but it doesn't have the stamina to stand up to the entire base at once. It makes a handy distraction for you to get to the alarm panel, though, or to set up a couple of the chargers for a Dual Death From Above Takedown.

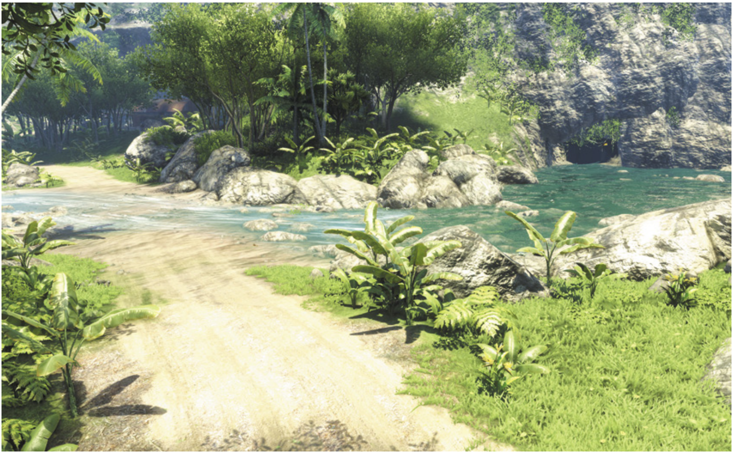
Cradle Gas

Between the mounted gun on the roof of the gas station and the seven pirates on patrol at any given time, this can be a difficult outpost to liberate. If you take out the sniper on the roof before he can get to the mounted gun, that evens the odds somewhat. There are multiple yellow explosive barrels on the grounds of the outpost, which can be used to deal with the ground forces relatively painlessly. You can also go into the base through a hole in its southern fence to easily reach the alarm panel.

Old Mines



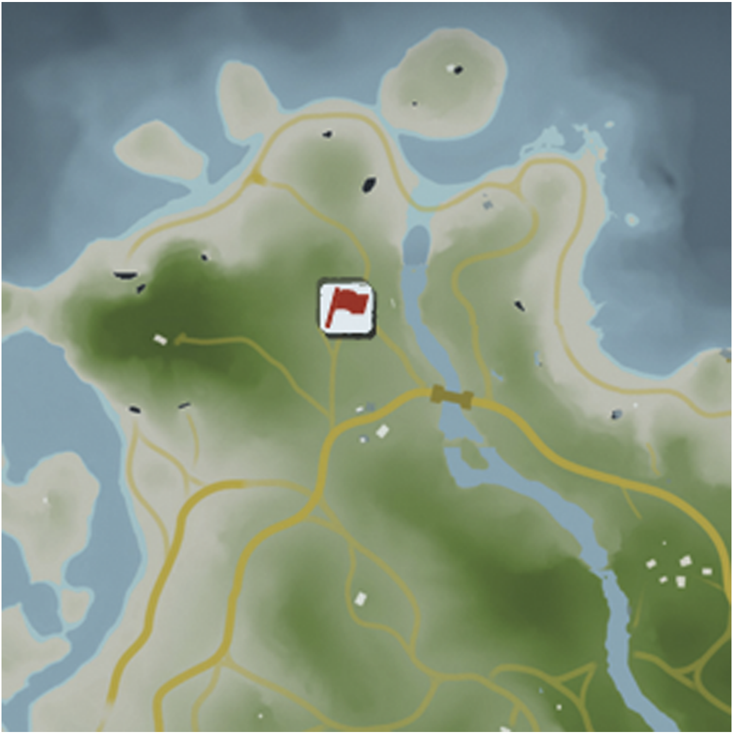


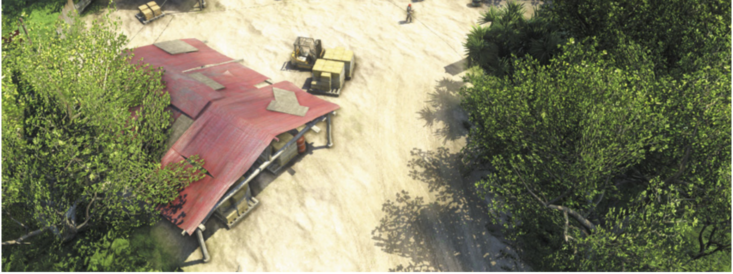


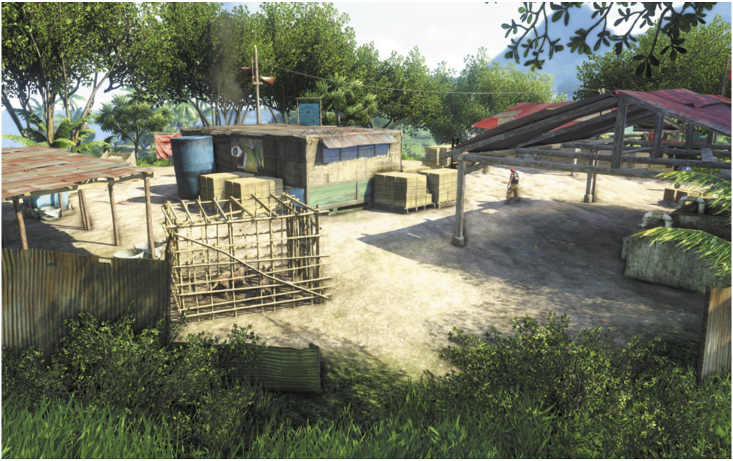
With some exploration, it's possible to find your way into the Old Mines via the mining tunnel in its back wall. It involves climbing the gangplanks in the underground lake southeast from the outpost. This is also the only real way to infiltrate the place without being seen, as the Old Mines are built right up against a rocky overhang and there are a couple of snipers and dogs on patrol. It's actually one of the most tactically sensible outposts on the North Island.

They've got an unhappy leopard in a cage, but as with the Hubert Shore Power outpost, the leopard won't last long if all the pirates go after it at once. You can also assassinate the sniper stationed in the hut on the north side of the outpost near the road. Nobody should notice his body for a while, you can mine the path leading up to his hut, and it's a good vantage point from which to kill the other guards with a sniper rifle.

Cradle View



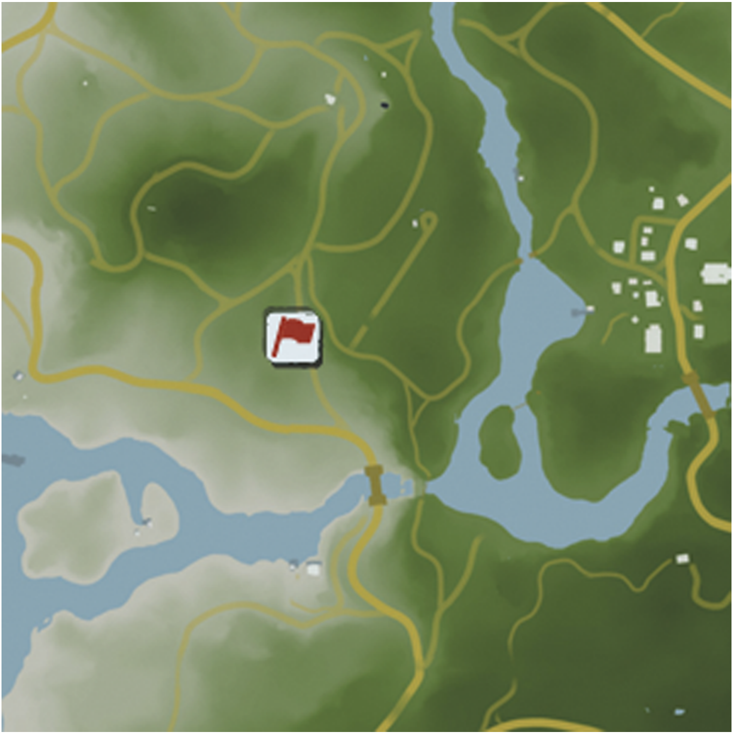


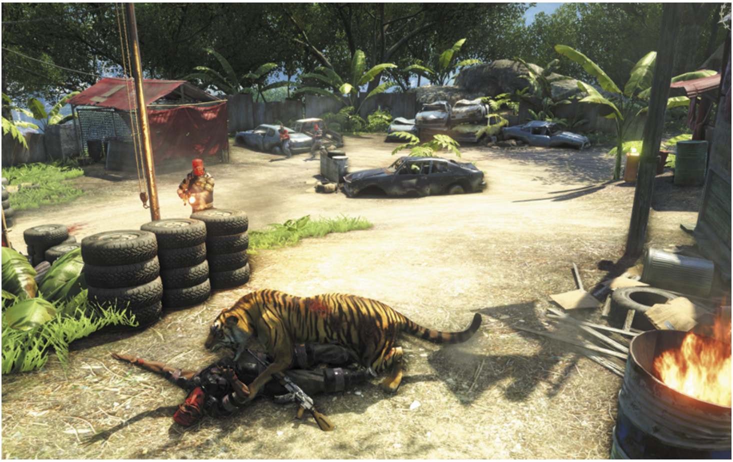


There are a couple of caged dingoes against the back wall of the Cradle View outpost, and due to the relative lack of firepower among the guards, the dingoes might take a couple of people out before they go. This is one of the easier outposts to clear, as it's all soldiers and normal chargers.

One option you have is to deliberately lure the outpost's guards into chasing you onto the hillside north of the outpost. The entire thing is covered in dry grass, which means it's possible to trick the chargers into burning themselves to death the moment they toss a Molotov at you.

Rust Yard

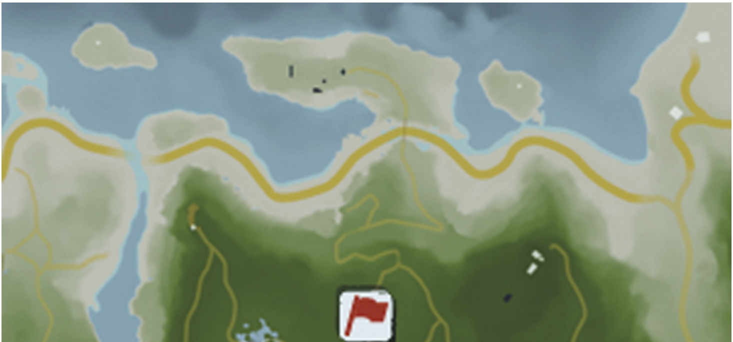




This can be a tough one. The Rust Yard is a wide-open area with six pirates and chargers on patrol, as well as their faithful guard dog. If Vaas still controls the other outposts in the region, it's common for patrol jeeps full of pirates to drive through the base at random intervals. It's easy to lure the guards outside one at a time with thrown rocks, assuming nothing else interferes.

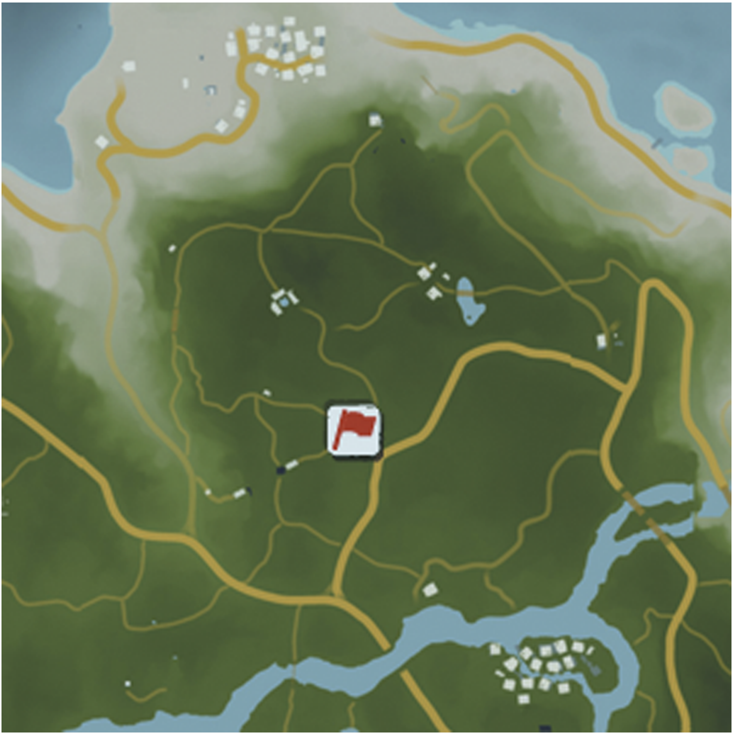
On the other hand, the Rust Yard is in tiger territory. Careful strategizing may be made instantly redundant because the entire base has just gotten its hairstyle caved in by a passing tiger.

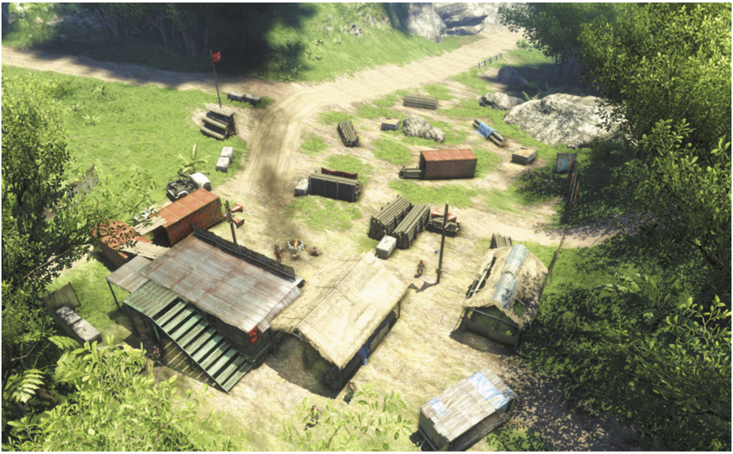
AM 12

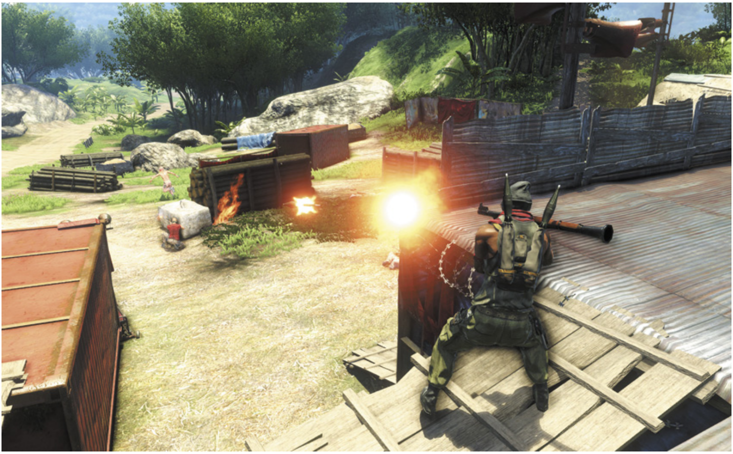


Three normal soldiers are on guard at AM 12, along with seven guard dogs. This complicates things, but also means you can sneak in through the back, climb onto the roof of one of the buildings, toss a couple of rocks to lure them into position, and blow up the majority of the hostiles here with one C4 charge.

Camp Murder





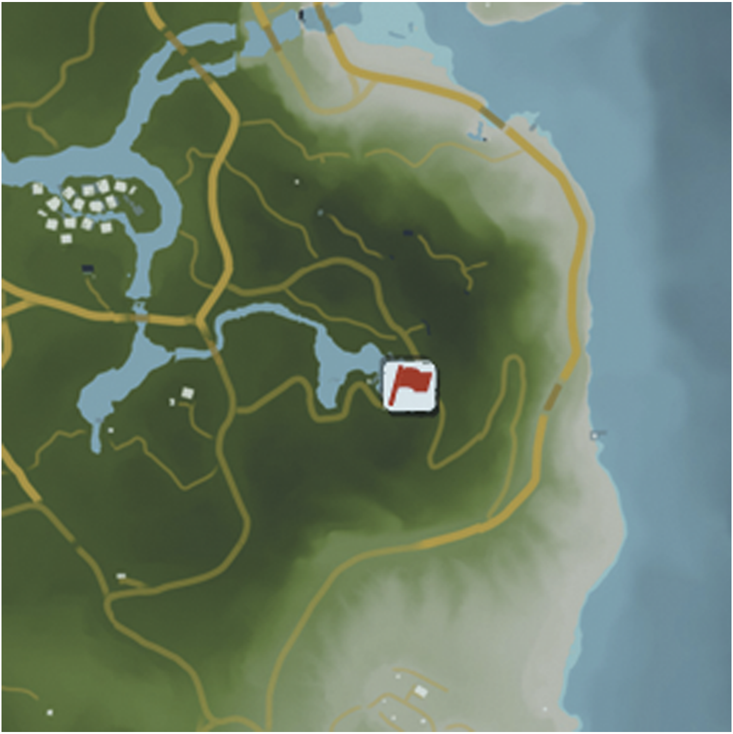


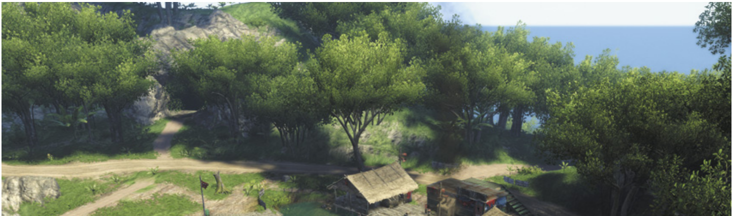
As you can tell from the map, Camp Murder—voted least popular summer destination for young adults for eighteen years running—sits right in the middle of a tight cluster of pirate outposts, and right on top of an intersection between well-traveled roads. This means that at any point, a few pirates might joyride through the area and force you to reconsider your previous plan. On the other hand, if you liberate every outpost in the area besides Camp Murder, there's a real chance that you'll show up here right in time to see some Rakyat attack the place.

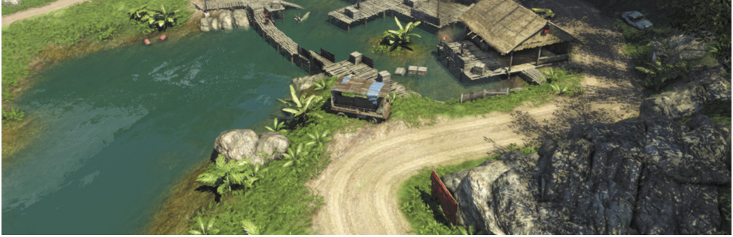
That probably won't go well for them, because the garrison at Camp Murder is three drunken chargers with Molotovs, two shotgunners, and one sniper with an RPG-7. Anyone attempting an all-out assault is going to finish plowing through the chargers right in time for an incoming rocket to blow him into jambalaya.

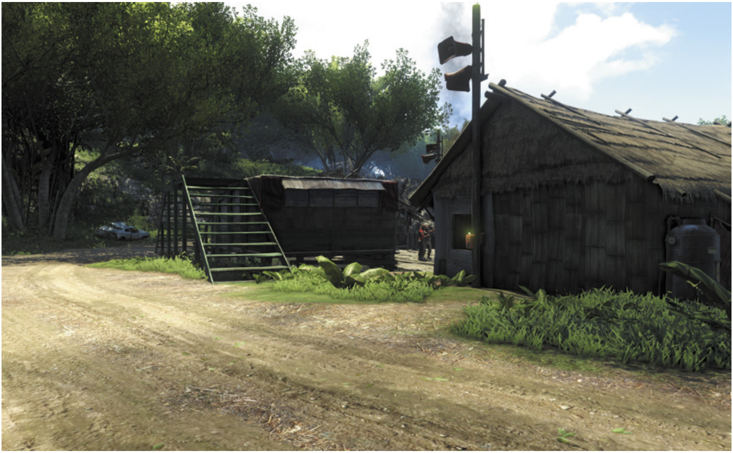
The sniper goes on regular patrols, but spends most of his time on the roof of the safe house. It's easy to sneak into the camp via the back road and climb up there with him for a quick Takedown. Try to leave his body on the roof to ensure it won't be discovered early, then work your way through the chargers. Two of them aren't inclined to leave the campfire out front, so you really just have to eliminate the two drunk guys near the safe house before you've got the run of the place. This is a really good opportunity to use thrown C4 charges as a "distraction."

Tequila Sunrise







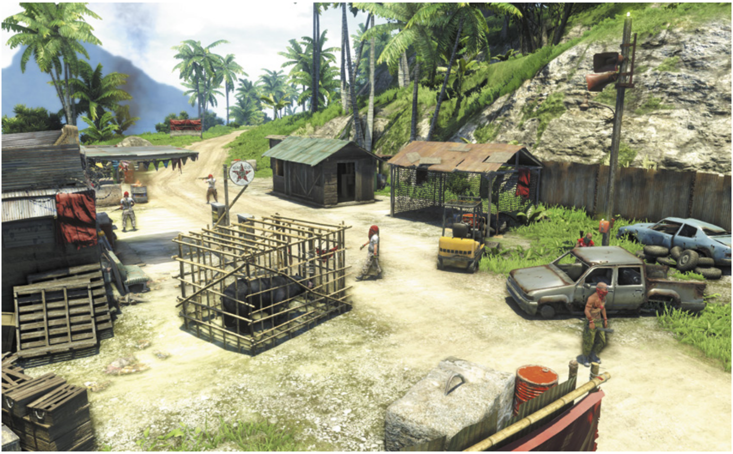


About the only good news to be had in Tequila Sunrise is that it has the least defended alarm panel of any outpost in the game. It's on the north side of the outpost, right by the side of the road, and getting to it without attracting a guard's attention is absolutely trivial.

It's all downhill from there. There are two heavy machine gunners in Tequila Sunrise, as well as a charger and two normal soldiers. Getting through the outpost without the Heavy Takedown skill is a difficult proposition.

If you don't want to wait until that late stage of the game, your best bet is to set an ambush. Lay a lot of mines and C4 charges right outside the outpost, then fire a couple of rounds in the air and wait for the heavies to storm your way. Alternatively, just bring an RPG with you. You'll lose the chance at the 1,500 EXP bonus, but on the other hand, there will be a series of large explosions. It's worth it.

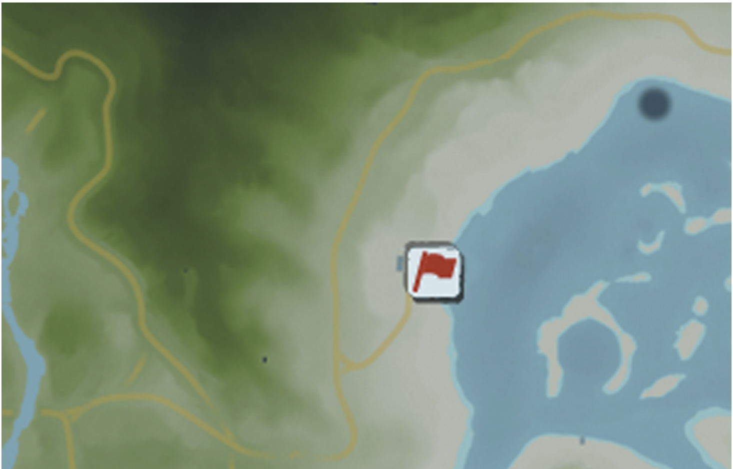
Nat's Repairs



This is a difficult outpost to assault directly. It's right on the road, which means patrols pass through it reasonably often and it has four snipers covering it from both sides. On the other hand, it's in a valley, which makes it an excellent sniper's alley if your tastes run that way.

On the other other hand, there's a caged bear inside the camp, which means the Bear Offensive is officially go. Because most of the snipers will sling their rifles and pull out their Skorpions when the bear comes to play, it is entirely likely that the bear can wipe this base out all by itself. Your challenge is then finishing it off before it has the chance to kill any of your Rakyat buddies.

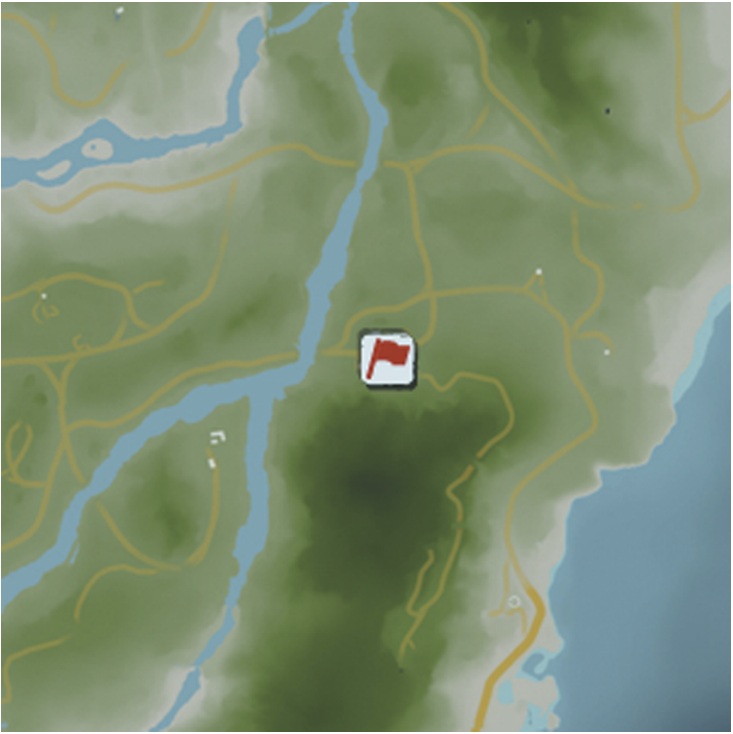
Kell's Boat Repairs

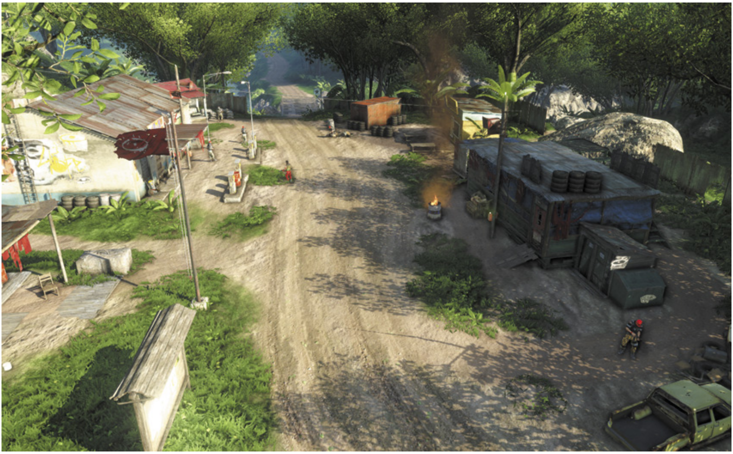


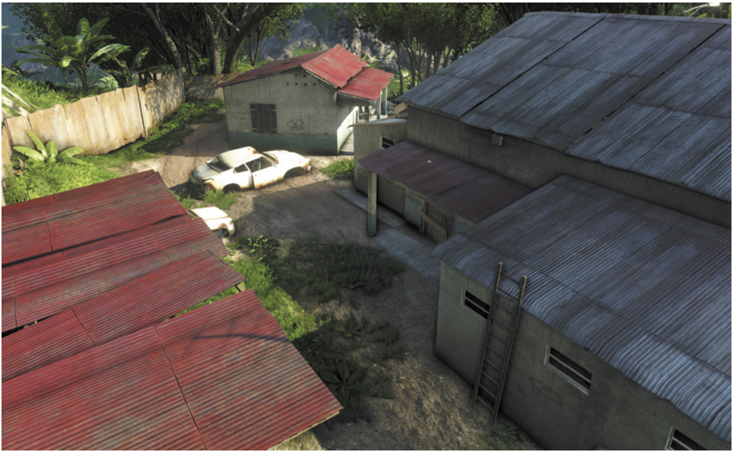
It’s tempting to try to infiltrate Kell’s Boat Repairs via the water, but it’s built on an inlet that features the single largest population of bull sharks of any place in the game. It’s very unlikely that you can reach the dock without getting attacked at least once.

There’s a caged dingo on the dock, but it’s barely worth freeing. Instead, you can very easily take advantage of the outpost’s layout—lots of ground clutter, three separate entrances, lots of guys on the ground—to pick off the patrol one at a time, using thrown rocks to draw them outside. The guy on the roof of the safe house has an RPG, so you definitely want to take him out first with a silenced rifle, if possible. There’s one guy who spends almost all his time directly in front of the dingo’s cage, and it’s easy to miss him while you’re tagging the others, so be careful.

The Neck’s Diner



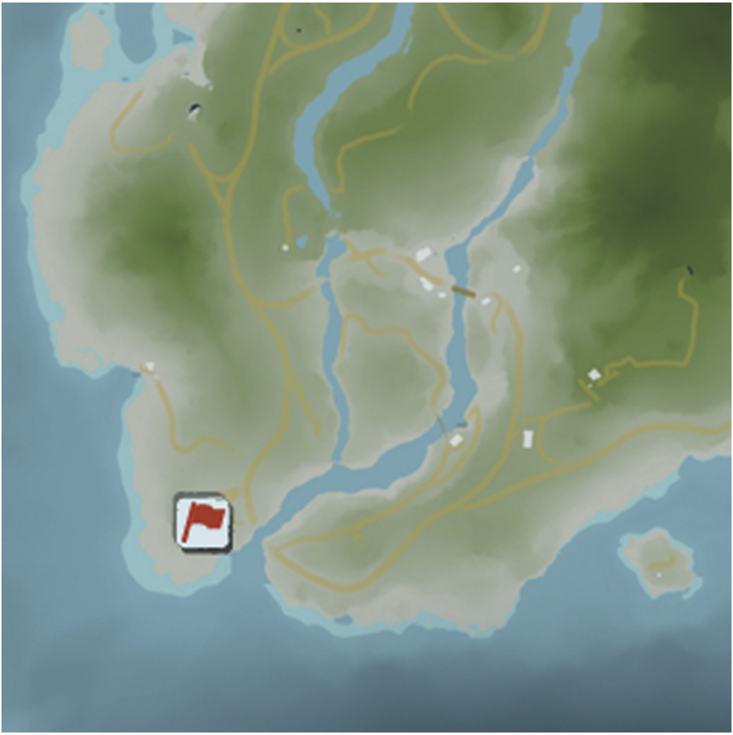


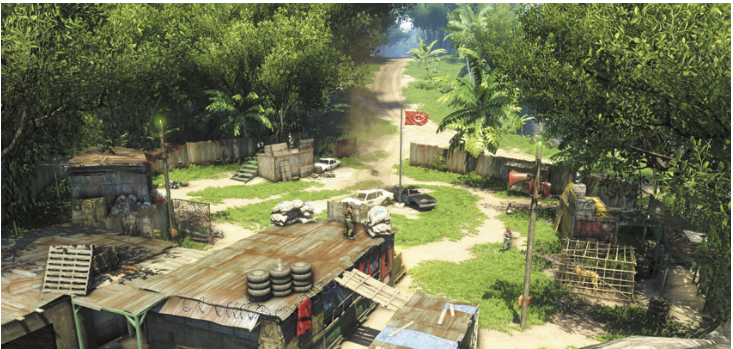


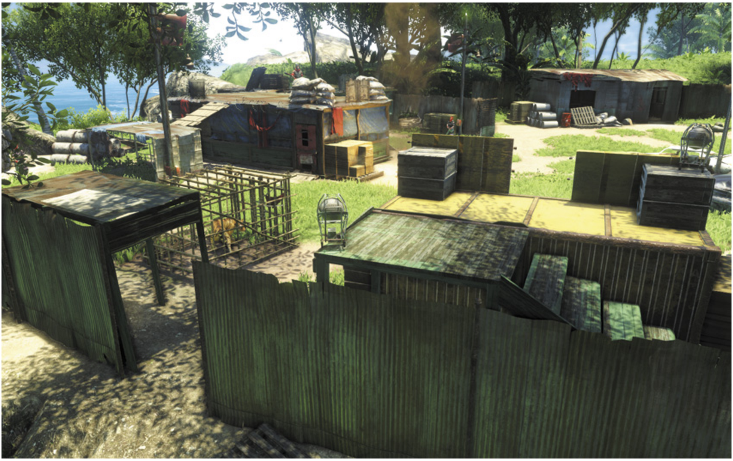
Even if this is the last remaining outpost in its area, The Neck's Diner is a tricky outpost to take down because of the two heavy gunners watching either entrance. The real problem it presents is that it, like a couple of other outposts, is on a major road, including a trail that moves in from the south. It's easy to get caught by surprise by a random patrol while you're trying to scope out the outpost from the southern hilltop. If that happens, or if the alarm goes off, you're going to end up with two waves of reinforcements from the east, then the west, and they'll bring any nearby patrols in with them.

If you're a sniper by inclination, there's a ladder on the back of the main building that lets you get to the roof. You can drop the charger that's on guard duty across the road, then use thrown rocks to bring the guards in below you for elimination via a Death From Above Takedown. The single easiest way to liberate this outpost without an alarm is to deal with the four normal guards on the camp interior, then handle each heavy individually with either a Heavy Beatdown or a melee attack from behind.

Broken Neck Home

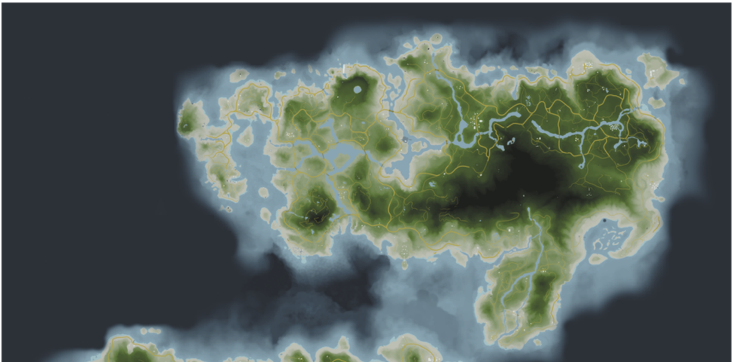






This outpost is remote enough that reaching it requires a hefty amount of overland travel, dodging patrols all the while. When you reach it, you'll discover a fortified location where two heavy gunners, a sniper, a guy with an RPG, and a couple of guard dogs are all watching the front gate like hawks. A frontal assault is inadvisable, and while getting into the area without being seen isn't difficult, you're lucky to get a couple of Takedowns off before the dogs pick up your scent. You'll definitely want to snipe the guy with the RPG.

The easy-mode method to liberate the outpost is, of course, to free the caged tiger. It's easy to come at the outpost from the south and take a shot at the tiger's cage door without being seen, and from there, the tiger can usually take out most, if not all, of the pirates before it's brought down.



South Island

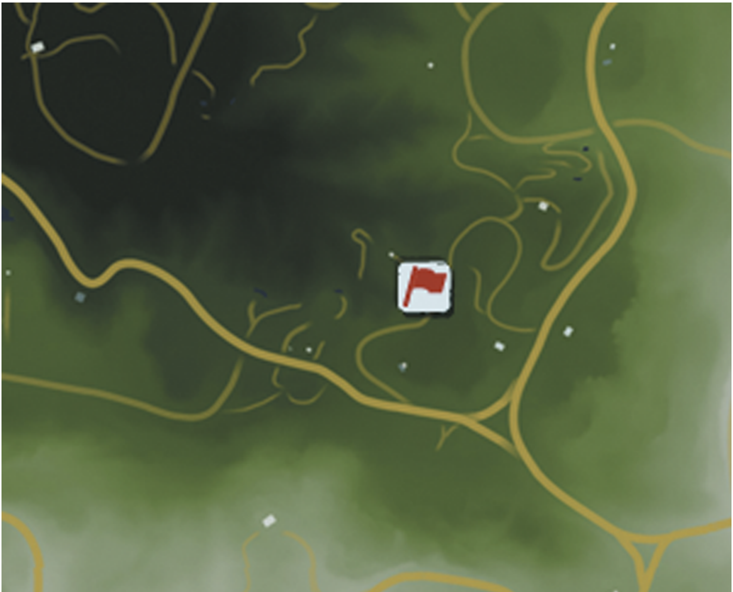
WAR731
WAR-926731

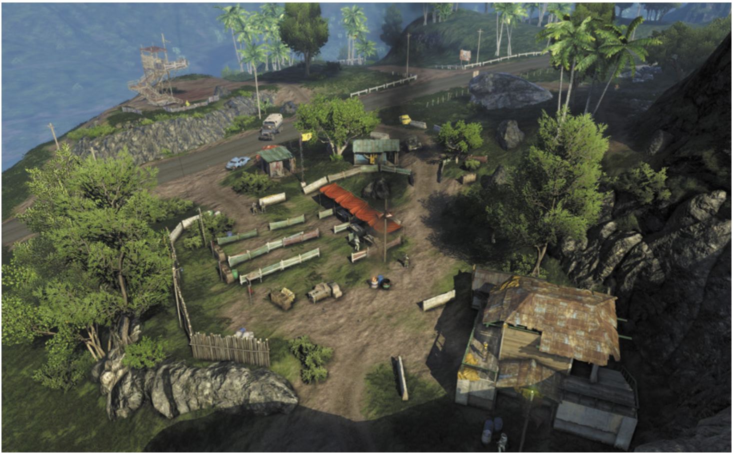
Hoyt controls the South Island, and since his mercs are better trained and equipped, they also enjoy a generally higher standard of reinforcements. On the outposts that are towards the edges of the island, you can expect the backup to take the form of one or two full jeeps, which may contain a couple of snipers or even a couple of heavies.

The closer an outpost is to the Compound, the more heavily defended it is. At this point, reinforcements may show up in gunboats or even rappel in from one or two assault helicopters. Once a helicopter has dropped off its ground troops, it hovers above the outpost and provides supporting fire. Fortunately, this isn't as big of a deal as it sounds like, because helicopters can be taken down with a few bursts from an assault rifle.

Many of the South Island outposts feature a break room located on the floor above the safe house, which is often a popular place for a couple of the guards to hang out. This room usually contains a few items, such as medkits or C4, and one of the large ammo crates. That ammo crate will explode like a fireworks display if it catches a round, which can be a hilarious yet effective way to deal with any guards in the room.

Stubborn Kid Farm

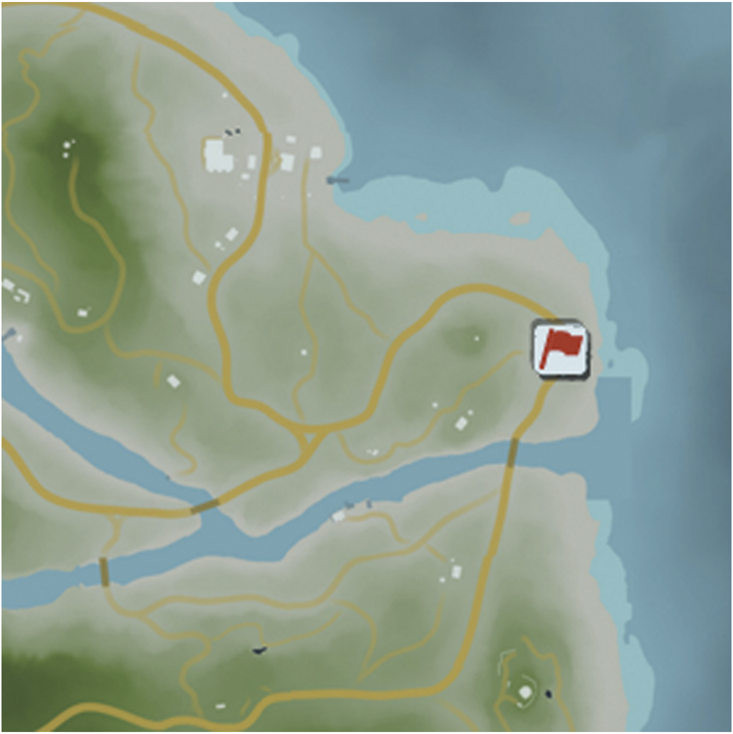


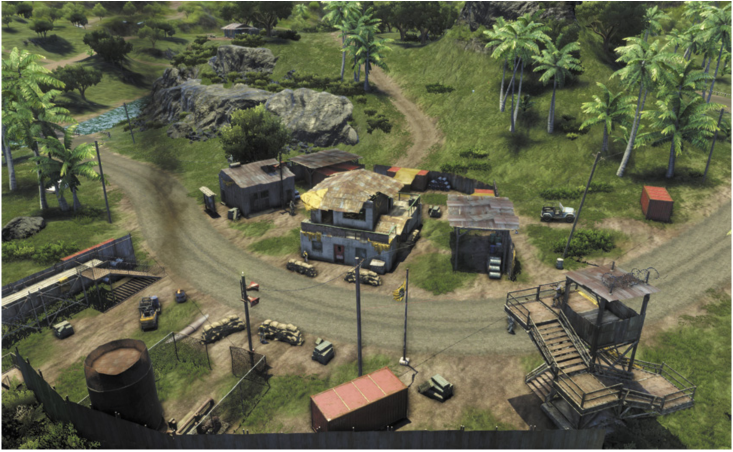


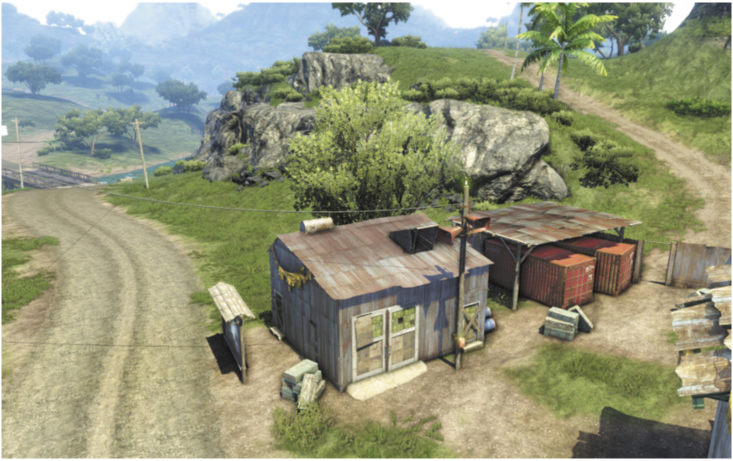
The presence of three heavies makes this a difficult outpost to capture. There's a tall guard tower across the road from the outpost that is unoccupied when you arrive. It makes an excellent vantage point from which to thin the guards' numbers with a rifle. It's a long shot, but you also have a clear line of sight on both alarm consoles. If you're patient, you can take them both out before you score your first kill. A scattering of land mines and C4 across the road will take out the heavies.

Another advantage you've got is that the Stubborn Kid Farm is in bear country. You can anger one on purpose and lead it near the outpost, or if one's minding its own business nearby, use a few thrown rocks to lure the outpost's guards over to it. Even a bear can't withstand three heavies for long, but it makes an excellent distraction and will take at least two guards down with it.

Harmanse Gas & Repair

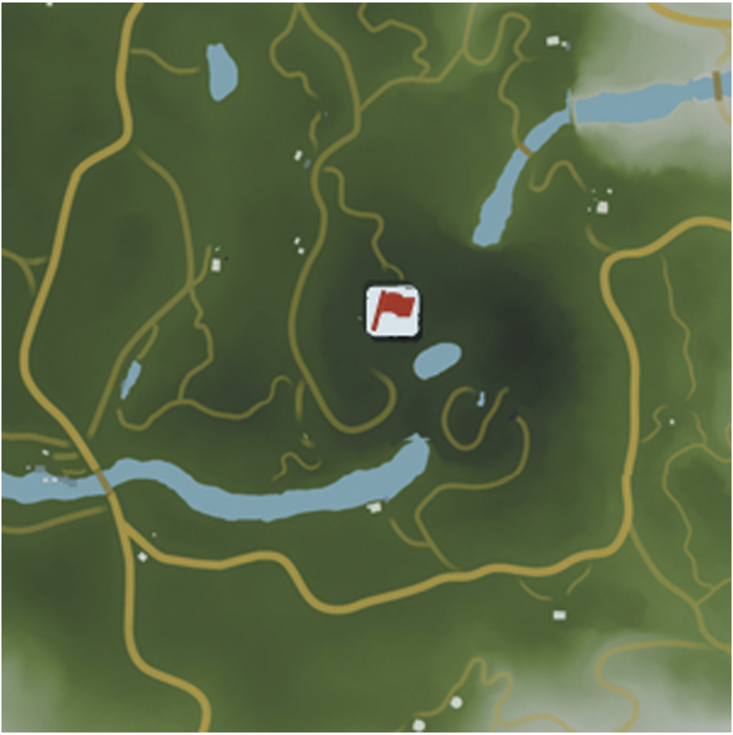


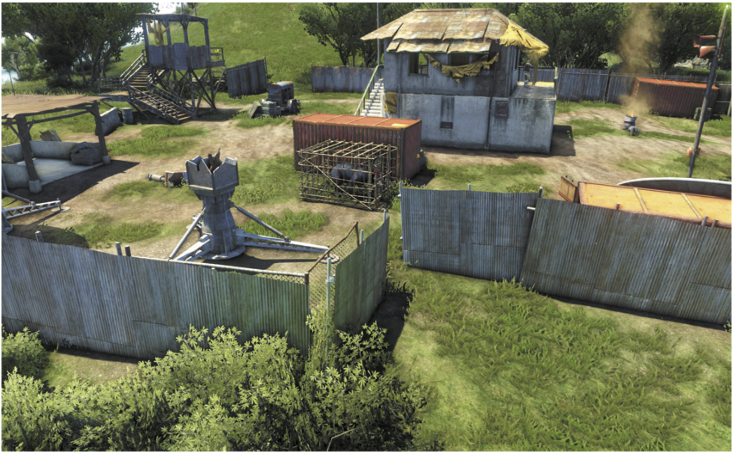




Since this outpost is next door to Thurston Town, it makes a good first target for your revolutionary ambitions on the South Island. It has a heavy watching either main entrance and a sniper in a high tower over the road, but is otherwise lightly staffed. The alarm panel is right near the front gate, which means if you can use an animal or a C4 charge as a distraction, it's very easy to disable the alarm while everyone is looking the other way. If you can also use that opportunity to dispose of at least one of the heavies, that means you're in good shape to take out the rest.

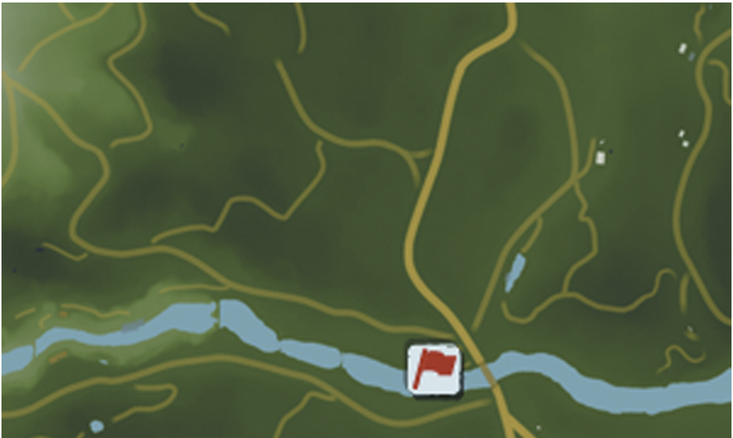
Satellite Communication Hub





It's hard not to feel sorry for these guys. They've got a fence up that has pretty good coverage of their entire location, they're on top of a hill for maximum ability to spot an incoming assault, they've got a guard dog, and they've even got a mounted gun on the front gate that's always manned. They're really working hard to make sure this outpost doesn't fall, and none of it matters because they have a caged bear on the premises and it's right next to a gap in their fence. Shoot the lock off its cage with a silenced weapon and the bear can take care of business all by itself.

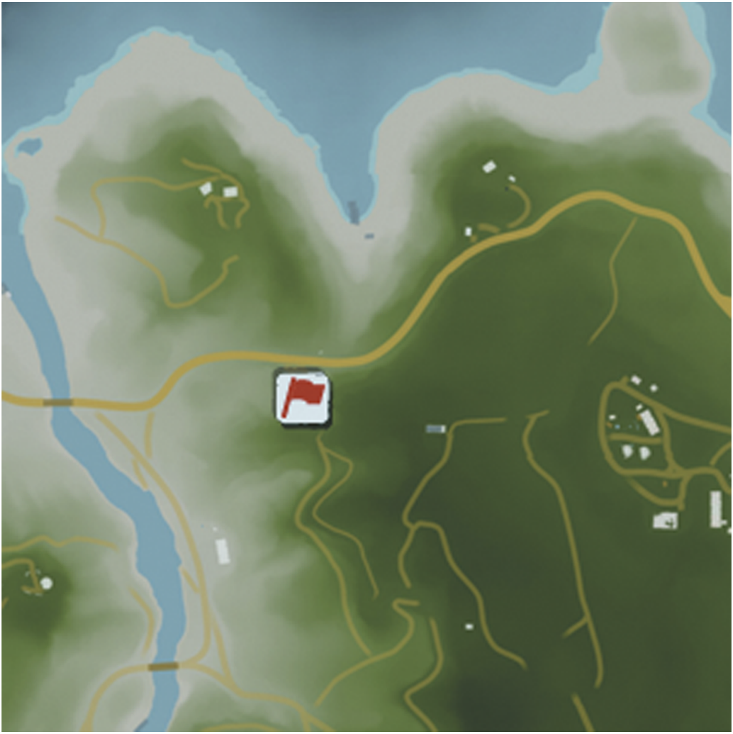
Lazy Shore Marina

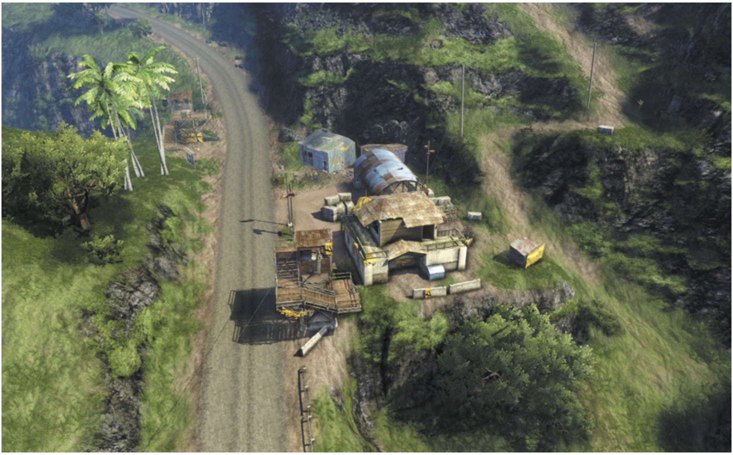


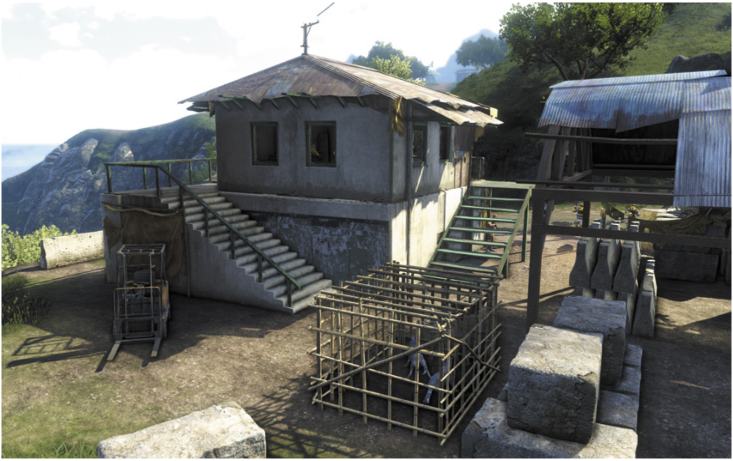
The heavy gunner on the Lazy Shore Marina's dock never gets close enough to the water for a Takedown, which is a bit of a disappointment, and the high-traffic bridge on the east side makes it difficult to enter the outpost covertly from that direction. The big X-factor when capturing this outpost is whether you'll be able to do it before a patrol comes by and spots you.

If you come in from the west, however, you can sneak up the stairs to the guards' break room, throw a rock into the far corner, and use a Chain or Knife Throw Takedown to eliminate anyone inside. At least two guards are always in this room if the outpost isn't on alert, and a third patrols inside it. That makes them easy prey for a Chain Takedown, and one of the heavies patrols by underneath the balcony, which is a good chance to drop him with a Death From Above Takedown. (Note that you do still need the Heavy Beatdown skill before Death From Above will work on a heavy.)

East Ridge Camp

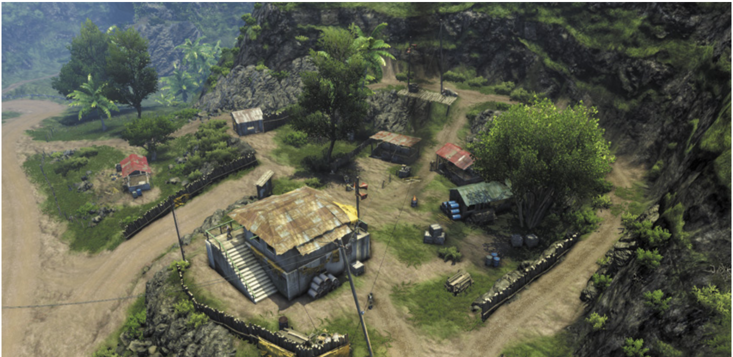






The road leading up to the East Ridge Camp is covered by two snipers in high towers facing either direction, which makes it difficult to approach. There's a small trail leading into the back way, which makes it easy to get to one of the alarm panels and shut it down. If need be, you can free the two dingoes in the cage as a distraction, snipe both snipers, and disable the alarm before the dingoes get mowed down. Another option is to wait outside the meeting room, as three separate guards often come in to talk amongst themselves, and that makes them perfect targets for a Chain Takedown.

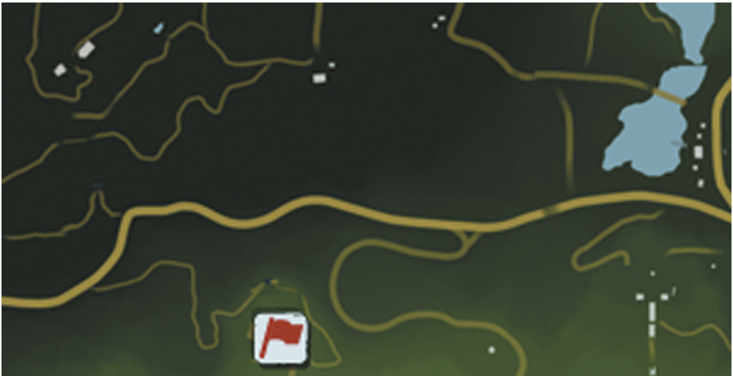
Spine Ridge Site



It's tempting to sneak up on the Spine Ridge Site using the small nature trail to its east, which lets you get the drop on the sniper who's keeping watch from above it. Unfortunately, half the camp is looking right at the guy and the other half are standing on the balcony above the safe room with RPGs.

The hilarious option is to shank the sniper, then immediately fire an RPG into the lounge above the safe room, which will kill two to four guards at once and detonates their ammo stash, resulting in a huge wall of fire and a crackling, continuous explosion. That'll also leave two riflemen and an RPG sniper alive and at ground level for the clean-up.

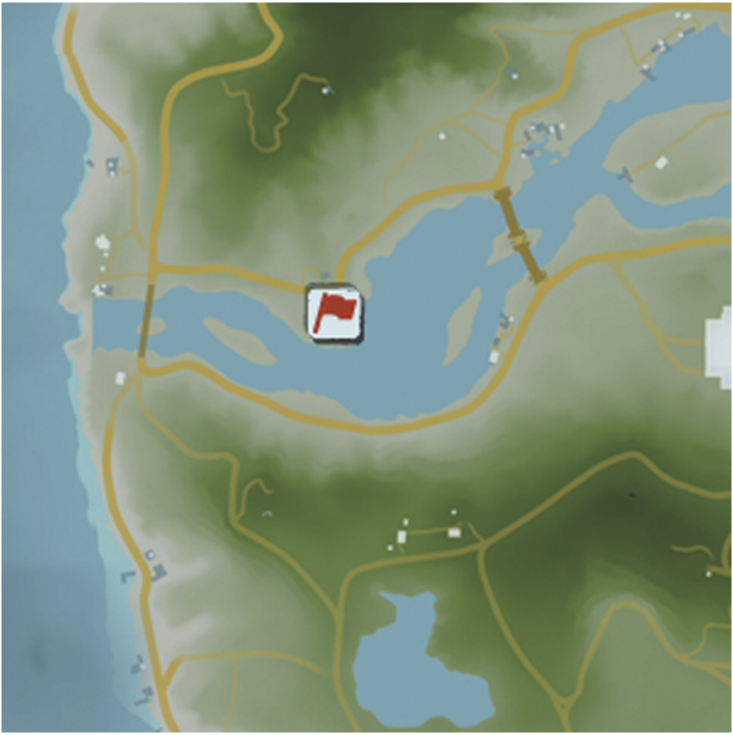
North Krige Crest

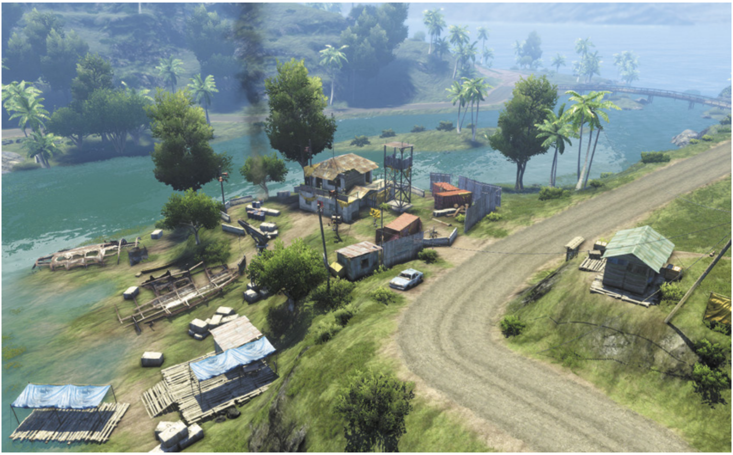


If you approach the North Krige Crest using the small trail that leads into it from the north, you'll come out atop the gangplank that overlooks the site. This will put you directly behind one of the snipers on the upper level, which is a big help, as the theme of this outpost is that it is set in a world where RPGs come free in specially marked boxes of cereal. Starting a shootout while liberating this outpost means your position will be bombarded by multiple incoming rockets, and hilarity frequently ensues.

If you'd rather go in quietly, the southern approach lets you slip into the guards' break room from a hilltop to the west, where you can snipe two of the RPG guys and gank the third. It also puts you into position to use a Death From Above Takedown to eliminate at least one of the heavies.

Maw Docks & Repairs

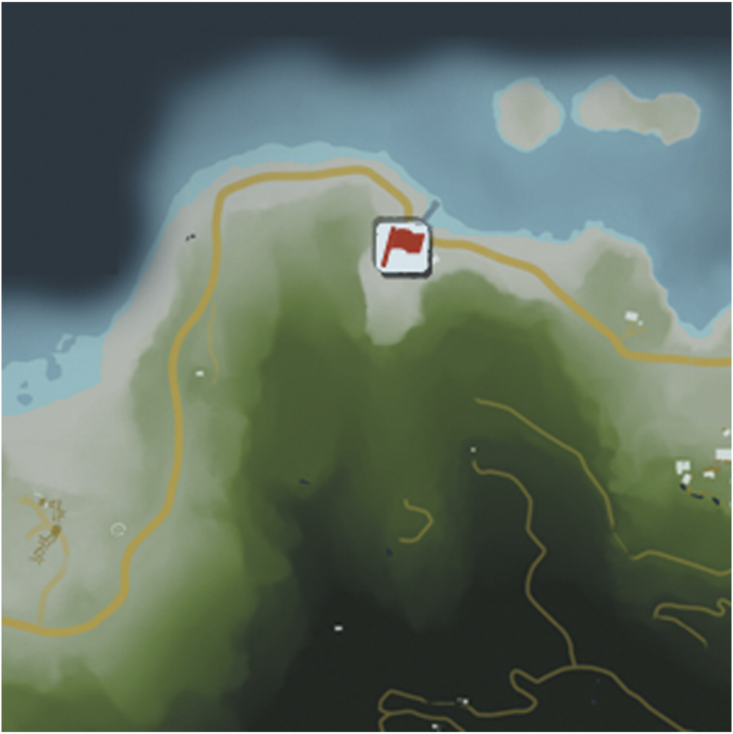


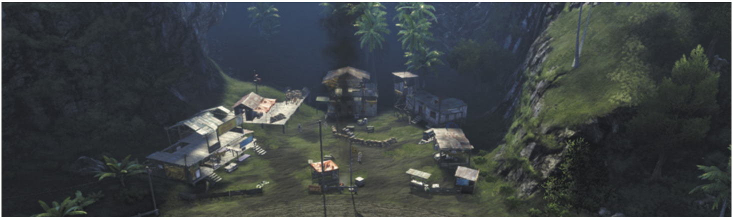


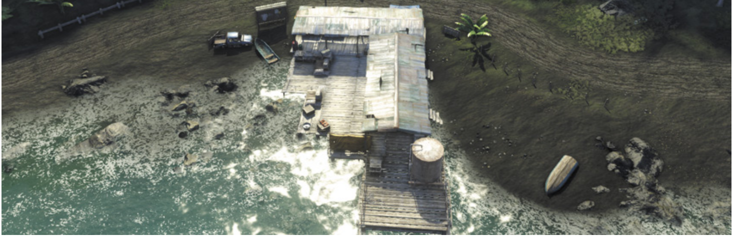
Triggering an alarm at the Maw Docks & Repairs causes an armed response that's roughly equal to the Normandy invasion. Expect multiple gunboats topped off with an attack helicopter. It's almost worth saving this until last and deliberately triggering an alarm just so it feels like an adequate finale.

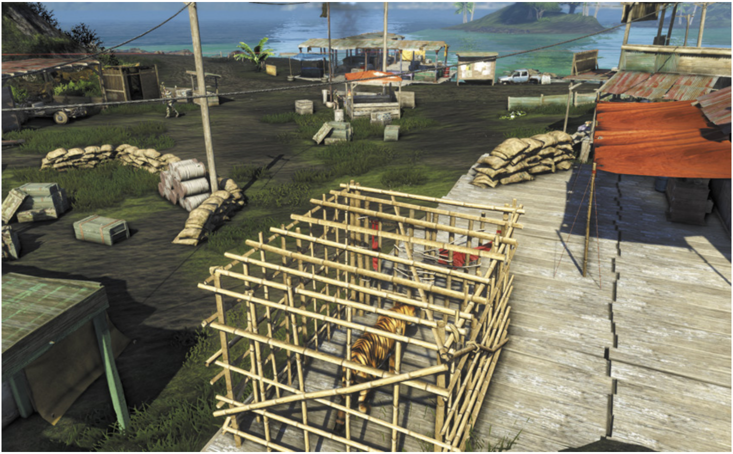
Fortunately, the initial defense team is relatively weak, although it's sniper-heavy, and they're all watching the east approach. You can come in from the west side, off the river, and pick them off with stealth tactics from behind.

Lonely Shore Way







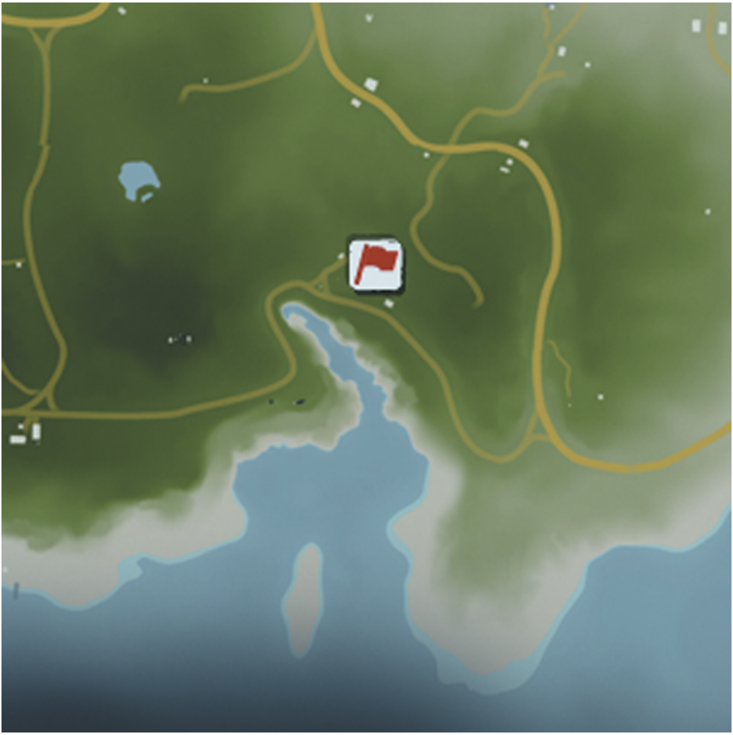


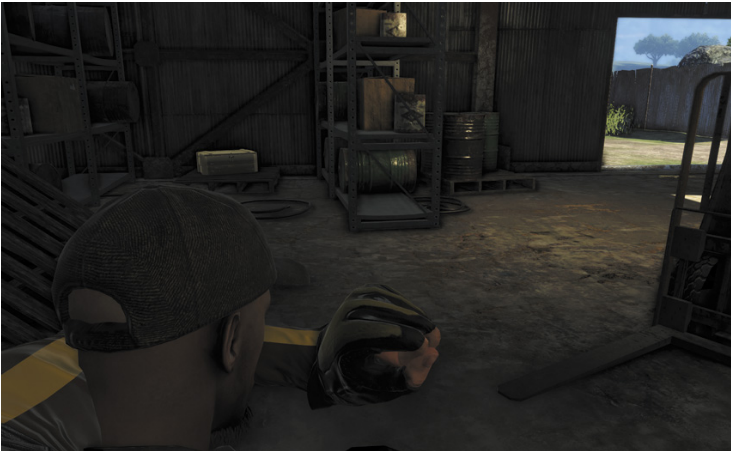
Like several other outposts, the big complication in Lonely Shore Way is that it's on a major interchange. A jeep full of Hoyt's privateers regularly comes through the area, which means their reinforcements have reinforcements and you'll need to be very careful while running recon.

It's built in a valley with high walls, which is ideal for scoping the place out. You'll need to get much closer before you can count on doing any damage with a sniper rifle, and two of the guards spend most of their time indoors, which can make them hard to spot.

If all else fails, they do have a caged tiger on the premises. Sneak in through the back, shoot the lock off its cage, then use Takedowns and your rifle to eliminate the guards while they're focused on the tiger.

Longshore View

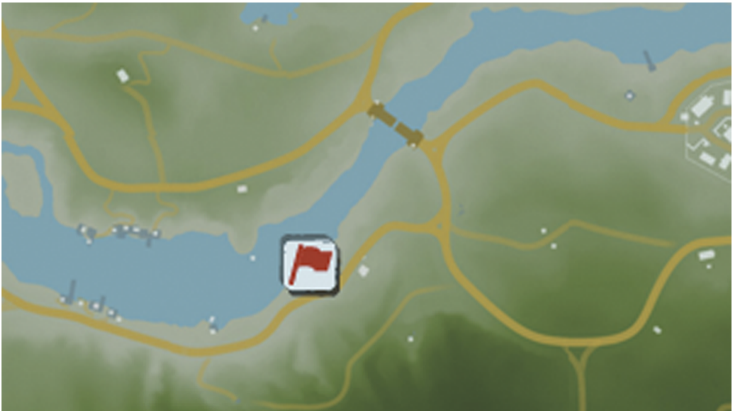


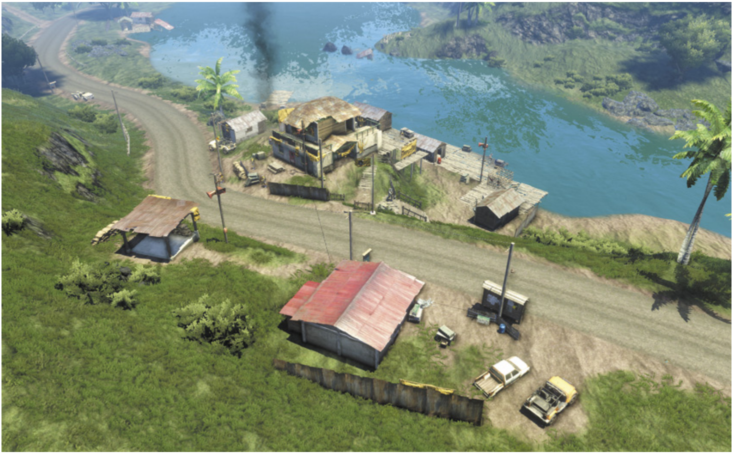


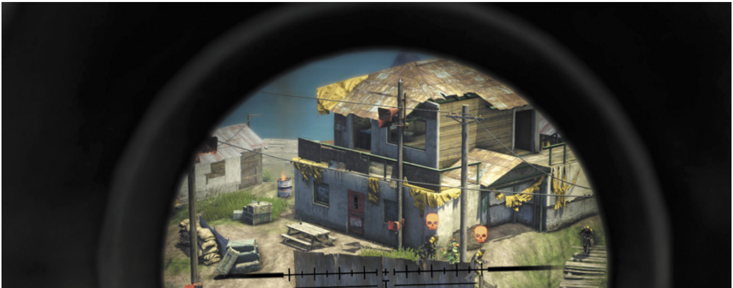
The big thing to know about Longshore View is that disabling the alarms is priority number one. This is already a well-defended outpost, with two snipers and two heavy flamers among its personnel, but if they call for reinforcements a small army shows up. The first wave comes in the form of two jeeps from the west, which will include two snipers, and the second rocks up with two heavy flamers in the back of the car. It's better to not have to deal with that at all.

Fortunately, you have one big advantage here, and that's the big darkened warehouse on the east side of the outpost. It's easy to lure a few guards in here for a quick stab to the neck, then use the opening created in their patrol routine to disable the alarm panel. From there, you can either go out guns blazing or use the ladder on the back of the warehouse to reach its roof for some sniper kills.

KIRGE VALLEY RIVER FISHING

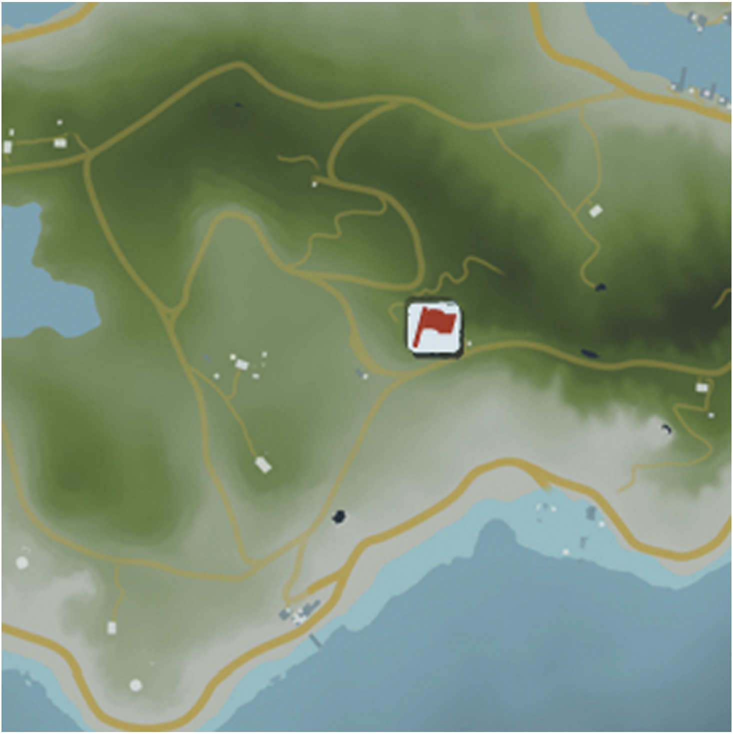


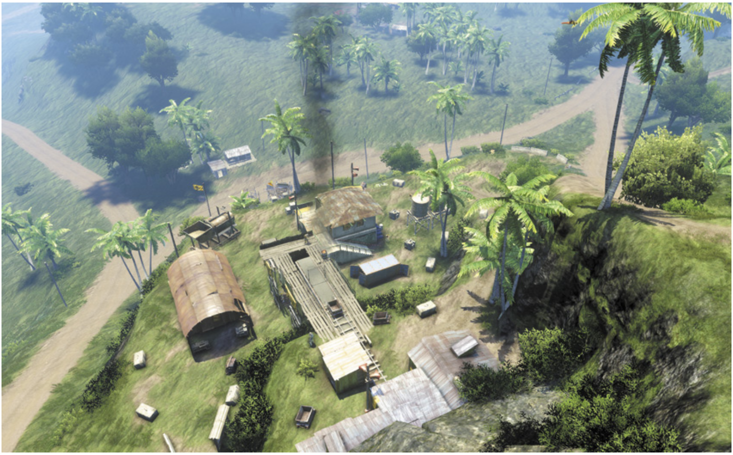




Given the proximity of this outpost to the Compound, taking it by stealth is unlikely due to the frequent patrols in the area. It's easy to disable both of its alarm panels from a couple hundred meters out with a silenced rifle if you approach from the east, but two men are permanently stationed near the foremost panel and will go on alert when the panel explodes. If there was ever an outpost where your best bet was to drive a vehicle up to it and mow everyone down with a mounted gun, this would be that outpost.

Dry Palm Storage Depot

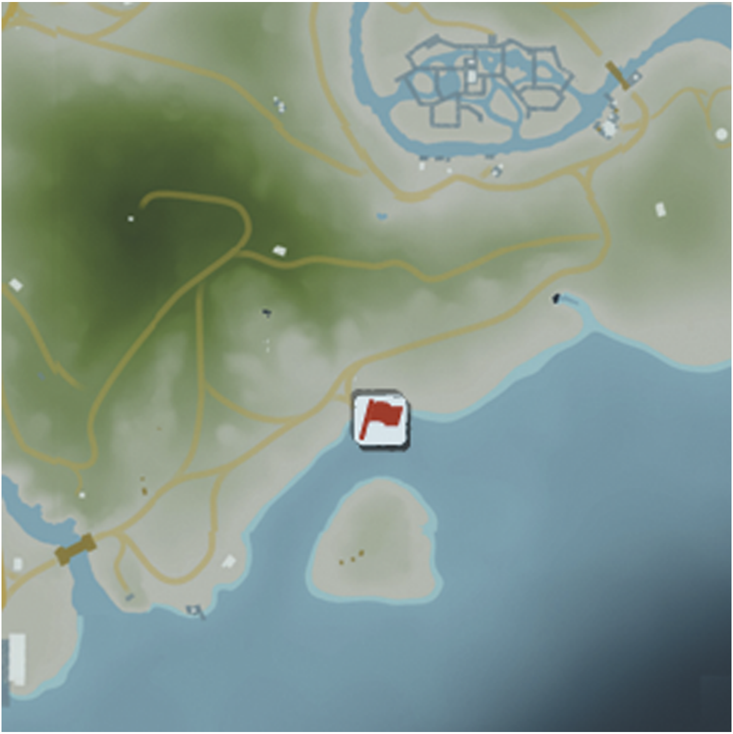


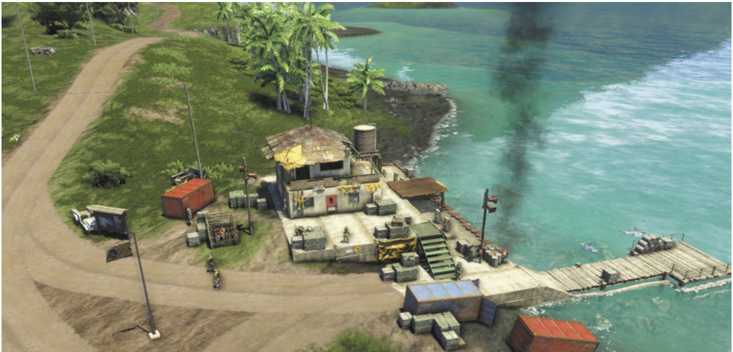


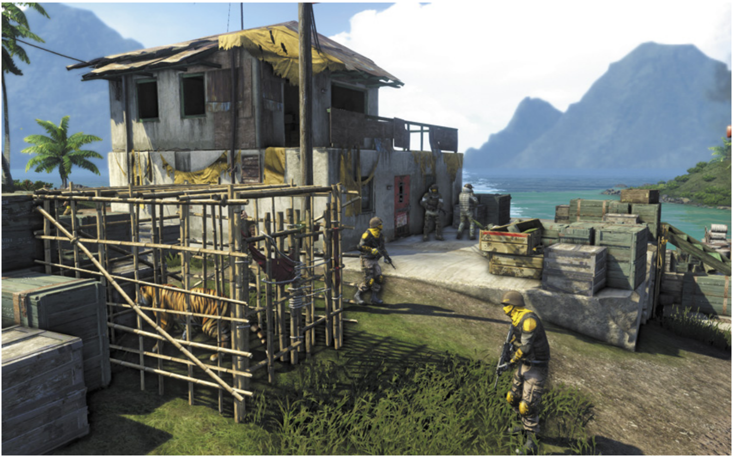
This would be a fun place for a gunfight if not for the enthusiasm with which Hoyt's men reinforce this outpost. The first wave is close air support and it just gets sillier from there.

To take the place with a bit less fuss, come in from the hills to the northeast and get onto the rooftops surrounding the old mine tunnel. You can decoy the guard near the topmost alarm panel with a thrown rock, hit him with a Death From Above Takedown, and disable the alarm. If you can deal with the nearby heavy and sniper at the same time or shortly thereafter, all the better, and that deals with all of the major complications this outpost has to offer.

Break Point Docks

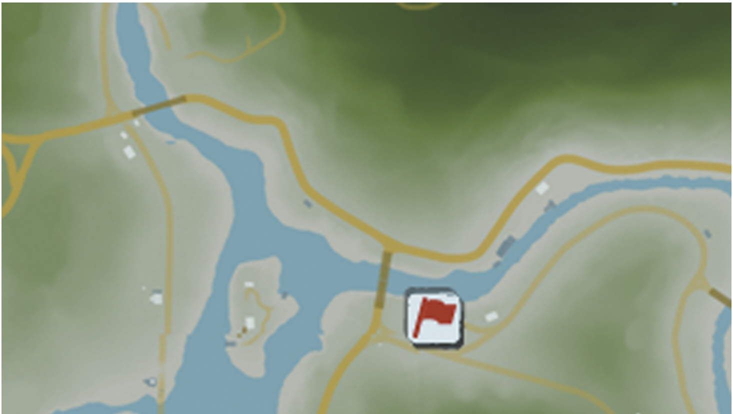


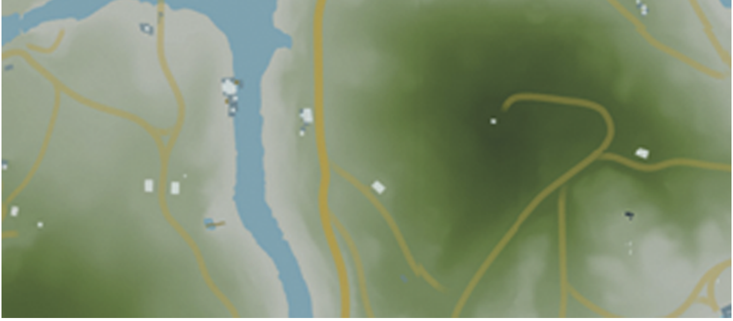


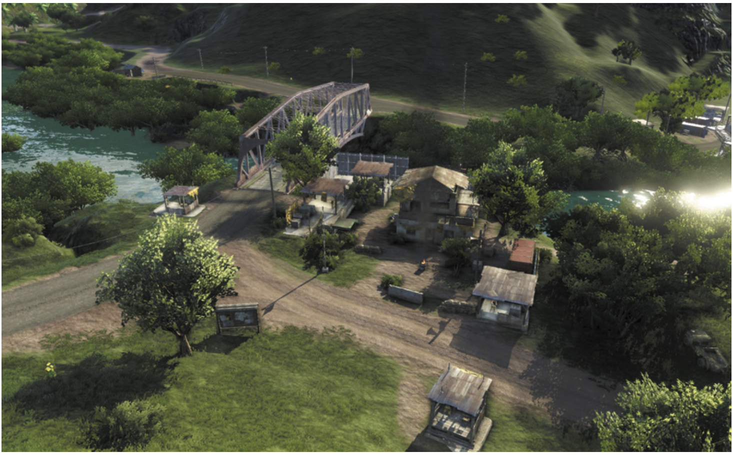


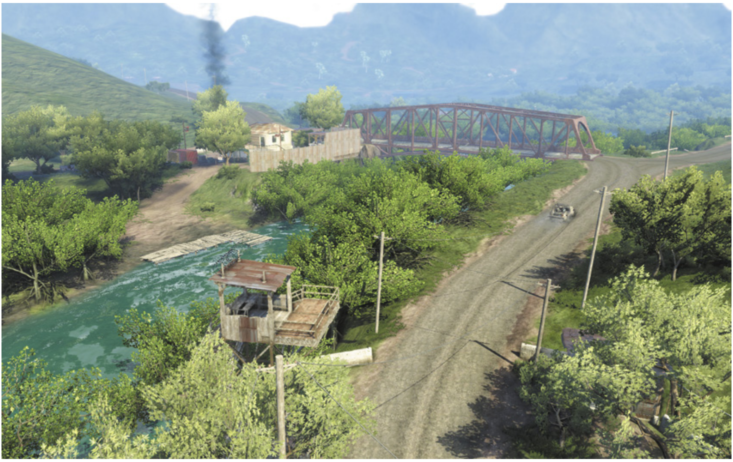
Let this be a lesson to all you would-be militia leaders out there: do not keep tigers in your fortified enclosures. The two heavies and the sniper covering their flanks would make the Break Point Docks a hard target, but they just had to capture the kitty. That's going to cost them. Two of them even spend most of their time standing in front of the tiger's cage as if even they can't believe they're doing this. If you back the cat up with a rifle from long range, it's more than capable of handling the entire garrison.

Bridge Control



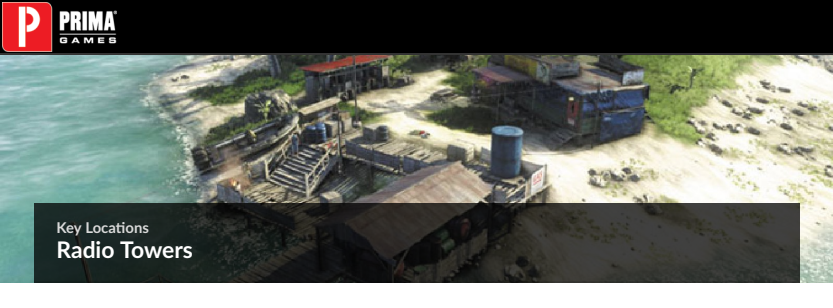






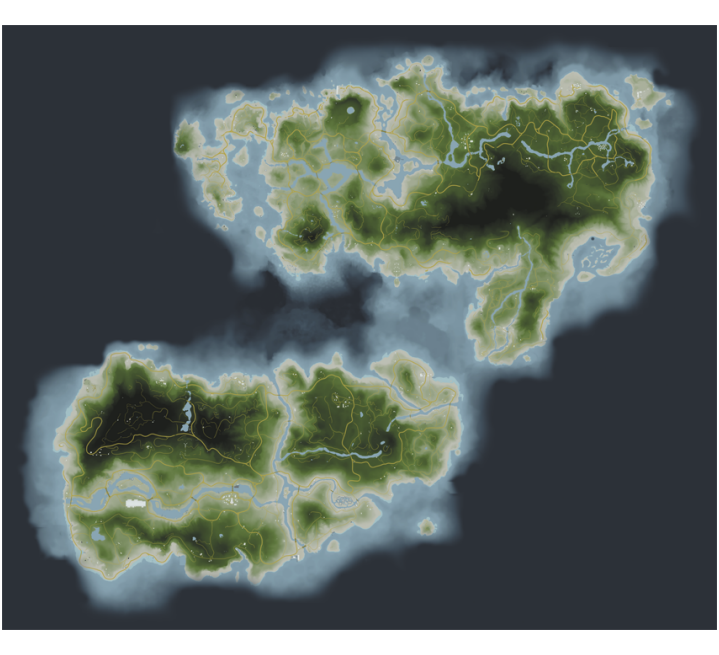
The snipers among you should enjoy liberating this outpost. There's a big hill south of it that gives a clear field of vision on most of the guards' patrol routes, so it's entirely possible to clear the entire group by being patient and eliminating them one by one.

If you've cleared out the rest of the outpost and you can't figure out why it hasn't been liberated yet, there's a sniper stationed inside a guard booth on the other side of the road. He's far enough away that he's easy to miss if you've managed to get that far without raising an alarm.



Key Locations

Radio Towers

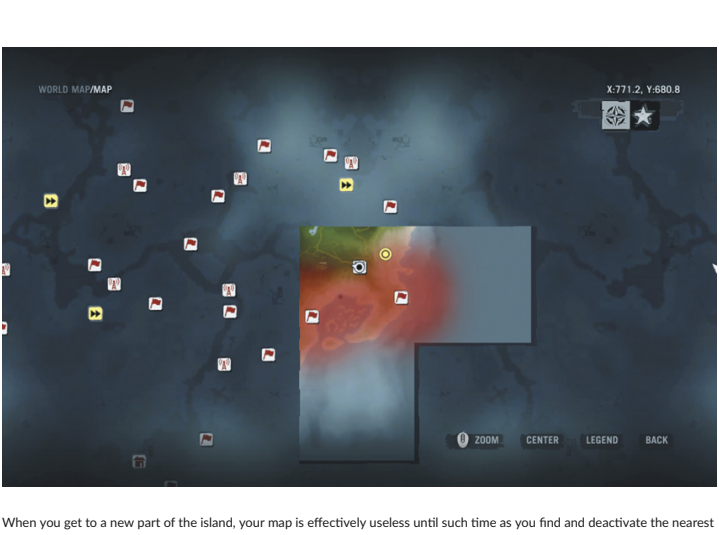


Click here for interactive map

There are eighteen radio towers scattered across Rook Island. Vaas's men have rigged these with scramblers, which mess up the Rakyat's supply lines and interfere with your tablet's ability to pull down satellite images. By deactivating the scramblers, you can gradually restore the island's contact with the outside world.

Each scrambler you deactivate allows the island's merchants to get new inventory in stock, and in gratitude, they'll waive the costs on many of their weapons. The rate at which they unlock their inventory is determined by the number of scramblers you've destroyed:

- 1 Scrambler: Free 6P9, STG-90
- 2 Scramblers: Free AK-47, Skorpion, Repair Tool
- 3 Scramblers: Free Recurve Bow, SVD
- 4 Scramblers: Free PKM, 1887
- 5 Scramblers: Free Flamethrower, A2000, M133
- 6 Scramblers: Free RPG-7
- 7 Scramblers: Free U100, Flare Gun
- 8 Scramblers: Free F1, GL-94
- 9 Scramblers: Free MP5
- 10 Scramblers: Free MS16
- 11 Scramblers: Free .44 Magnum
- 12 Scramblers: Free D50, Vector .45 ACP
- 13 Scramblers: Free SPAS-12, ACE
- 14 Scramblers: Free MKG, BZ19
- 15 Scramblers: Free P416, Z93
- 16 Scramblers: No additional benefit
- 17 Scramblers: No additional benefit
- 18 Scramblers: Bushman signature weapon



When you get to a new part of the island, your map is effectively useless until such time as you find and deactivate the nearest scrambler. Doing so clears the "fog of war" from the area surrounding the radio tower, which allows you to track herbs, items, and loot on your map, as well as use your tablet to see the island's roads, caverns, and settlements. Each disabled scrambler also activates at least one Supply Drop mission, the starting point for which is usually located somewhere very close to the tower.

Finding and deactivating all eighteen radio scramblers on Rook Island lets you purchase the Bushman signature weapon, a highly modified assault rifle that's easily one of the best guns in the game.

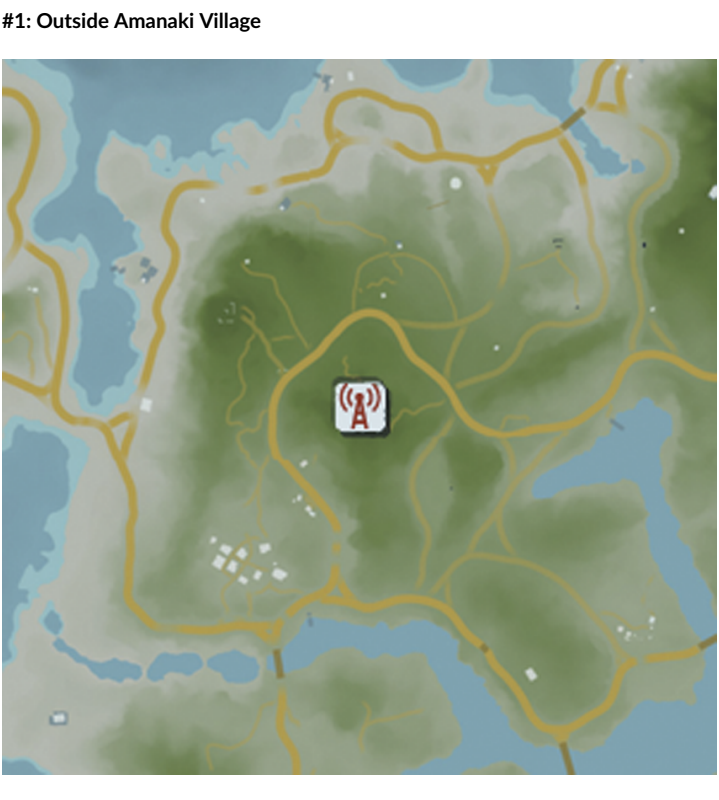
As a final useful feature, deactivating a scrambler also briefly points out areas of interest in the countryside surrounding the radio tower, such as ruins, crash sites, or nearby settlements. These areas can be counted on to have plenty of loot or a collectible item.

Climbing each radio tower is an exercise in pure platforming skill. Like most places throughout the island, the radio towers have fallen into disrepair over the years, and you'll need to be inventive in order to scale them. You'll also need to be careful, as even a short fall off of a tower can inflict significant damage, and may even be fatal. Worse, your wingsuit cannot save you from a fall off of a tower, as there's not enough time for it to break your momentum.

Note

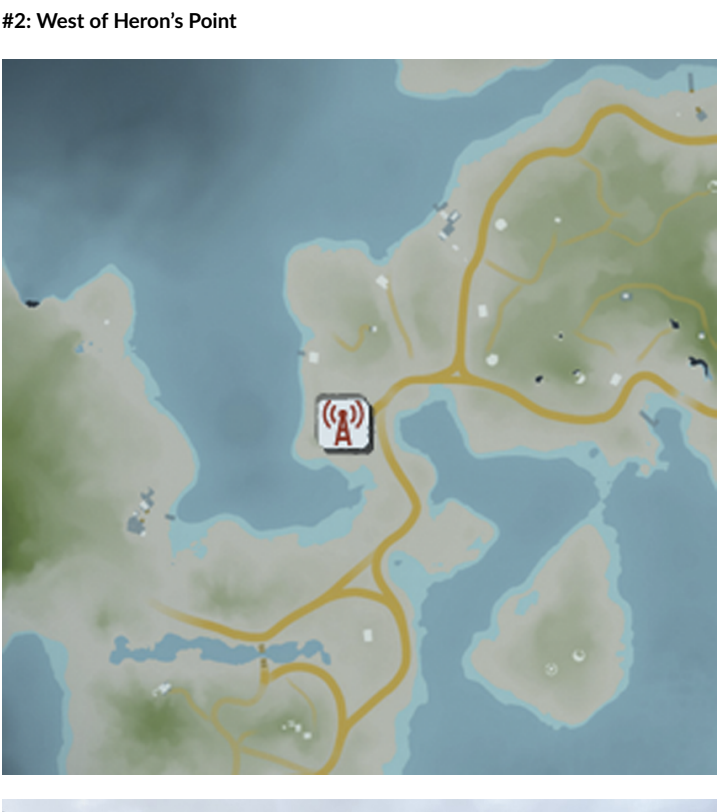
The numbers attached to the radio towers in the following guide are entirely for organizational purposes, as no such labels exist in the game.

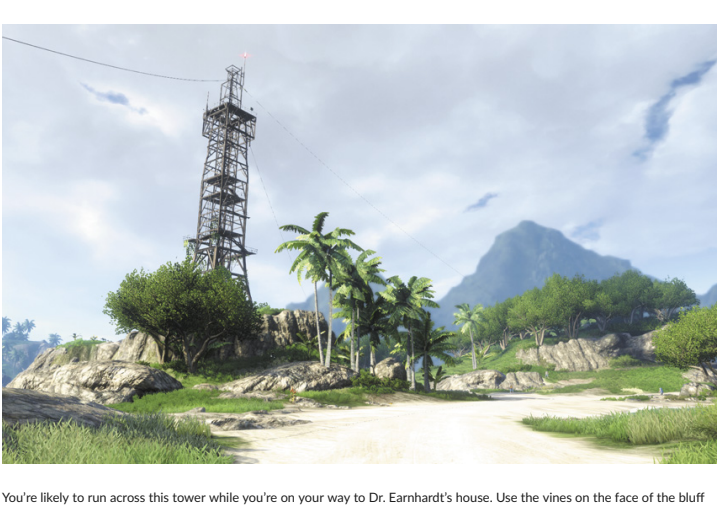
#1: Outside Amanaki Village



You must deactivate this tower as part of the mandatory "Down in Amanaki Town" story mission.

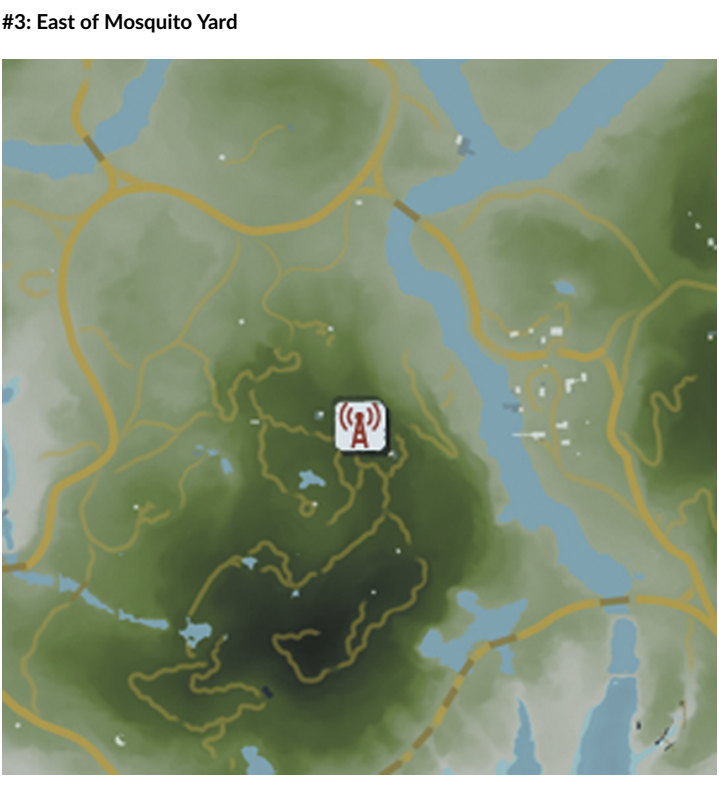
#2: West of Heron's Point

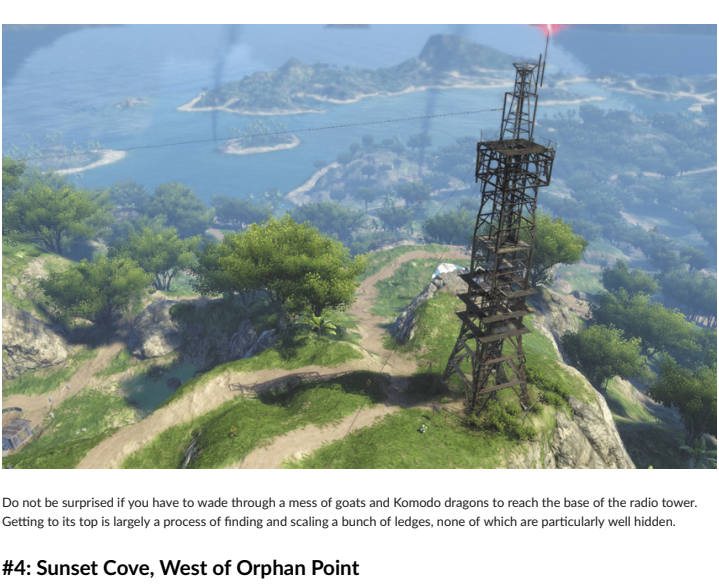




You're likely to run across this tower while you're on your way to Dr. Earnhardt's house. Use the vines on the face of the bluff to reach it, then go up the fallen walkway to climb the two ladders. After that, just follow the walkway around in either direction to a third ladder, which leads to the base of the ladder that leads to the top of the tower.

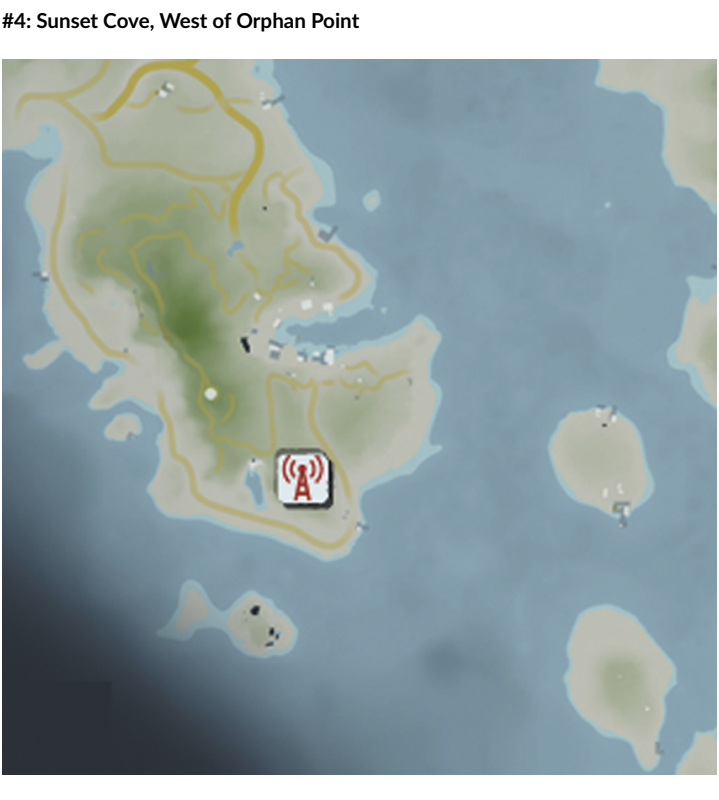
#3: East of Mosquito Yard





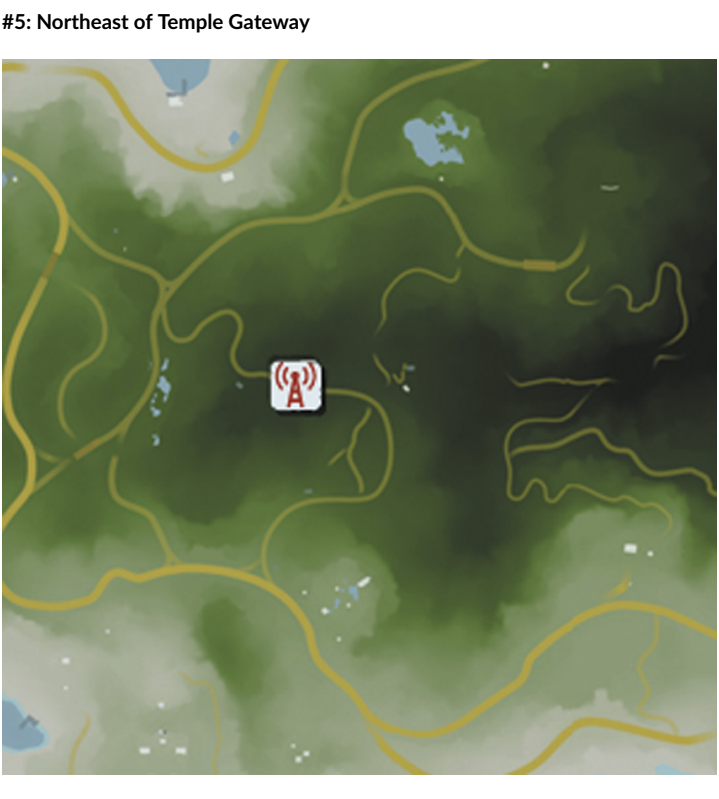
Do not be surprised if you have to wade through a mess of goats and Komodo dragons to reach the base of the radio tower. Getting to its top is largely a process of finding and scaling a bunch of ledges, none of which are particularly well hidden.

#4: Sunset Cove, West of Orphan Point



In what almost qualifies as some kind of obvious trap, you can get halfway up this tower by just using its stairs. At that point, you'll need to use some very narrow improvised walkways to get the rest of the way to the final ladder.

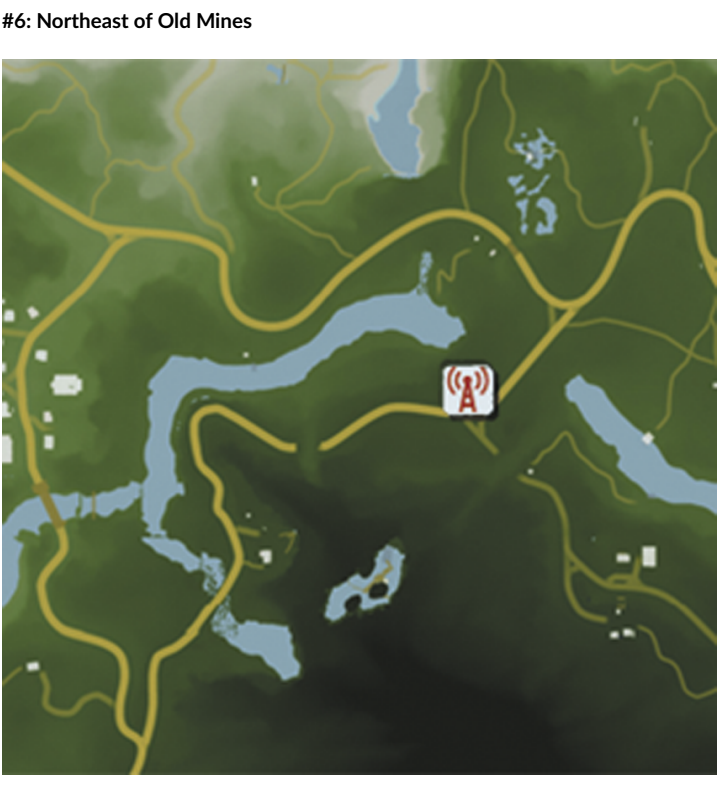
#5: Northeast of Temple Gateway



After dealing with a couple dozen angry dingoes, climb the first set of stairs and use the ledge to mantle up to the next level. Duck underneath the beam and go upstairs again, then climb the ladder.

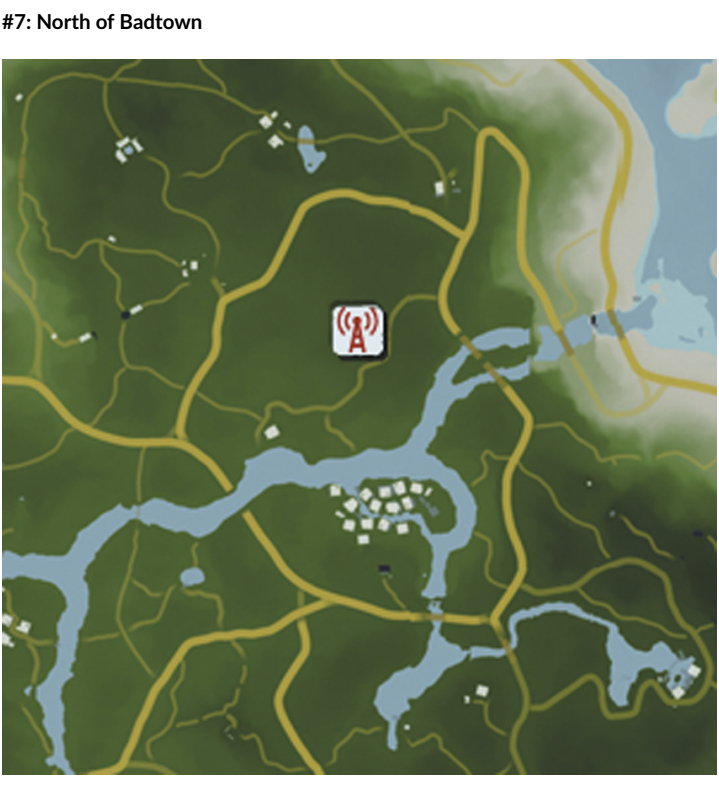
This is where things get a little more interesting. There's no obvious way up to the next level of the tower, but if you get to the highest point of the fallen catwalk, it's just barely possible to jump up to the base of the next set of stairs. This isn't as obvious or as easy as it sounds, but if you hop straight up and push forward at the apex of your jump, you should be able to make it. From there, mantle up another ledge and climb two more ladders to reach the top.

#6: Northeast of Old Mines



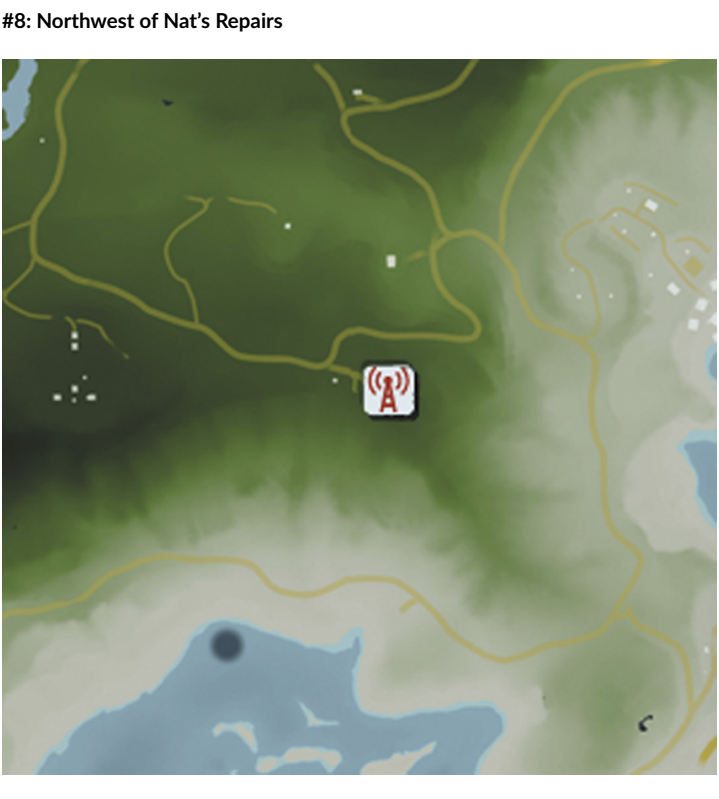
The local population of Komodo dragons can make the approach to this radio tower either dangerous (if they see you) or hilarious (if they go after any pirates in the area). Either way, deal with them and climb the stairs. You can make a slightly safer ascent if you inch to the end of the stairs, near where they've collapsed, until you see the Climb prompt appear, rather than making a flying leap for it. The rest of the climb is just a question of finding the right ledges to grab on to.

#7: North of Badtown



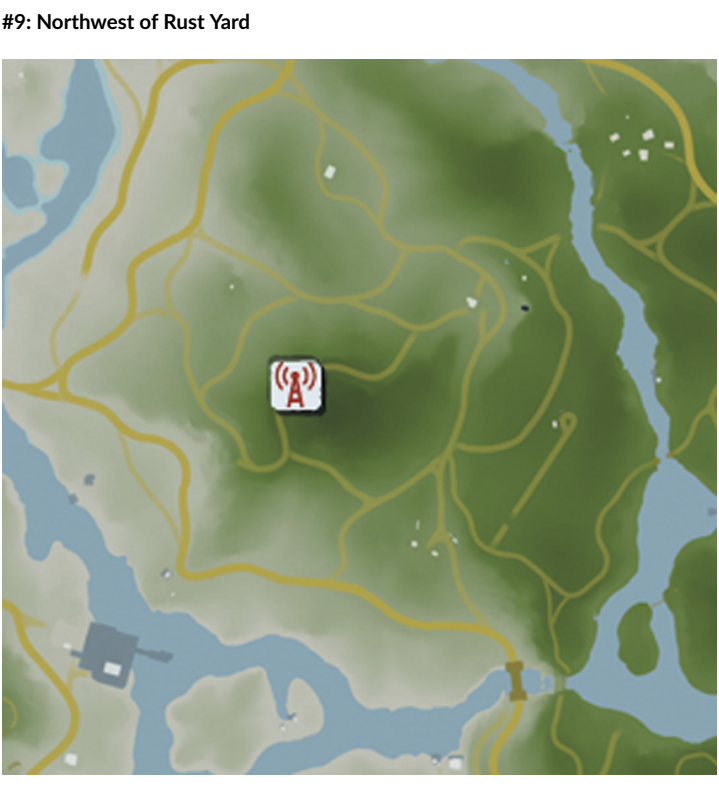
Compared to the last few towers, this one's a breeze to get to. Use the roof of the wrecked car to climb up to the first level, then carefully creep around the edge of the ironwork to reach the stairs. Use the collapsed walkway to reach the next ledge, then follow the makeshift bridges around the exterior of the tower to get to the final ladder.

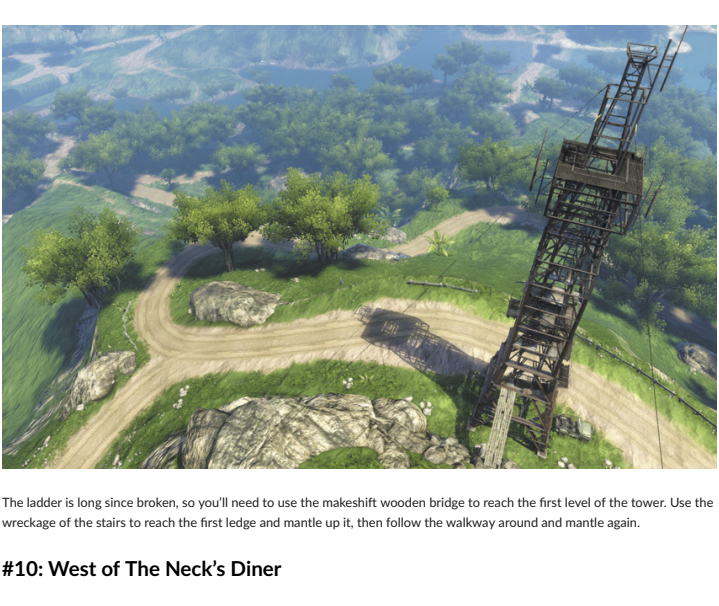
#8: Northwest of Nat's Repairs



This tower is reasonably straightforward and is mostly a process of looking for, and then climbing, a bunch of the ropes that have been left in place.

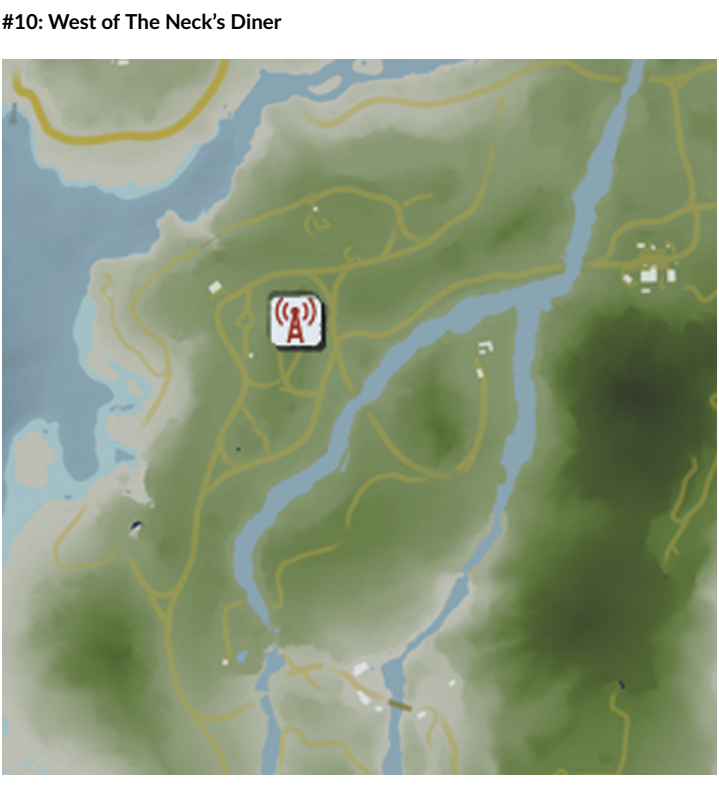
#9: Northwest of Rust Yard





The ladder is long since broken, so you'll need to use the makeshift wooden bridge to reach the first level of the tower. Use the wreckage of the stairs to reach the first ledge and mantle up it, then follow the walkway around and mantle again.

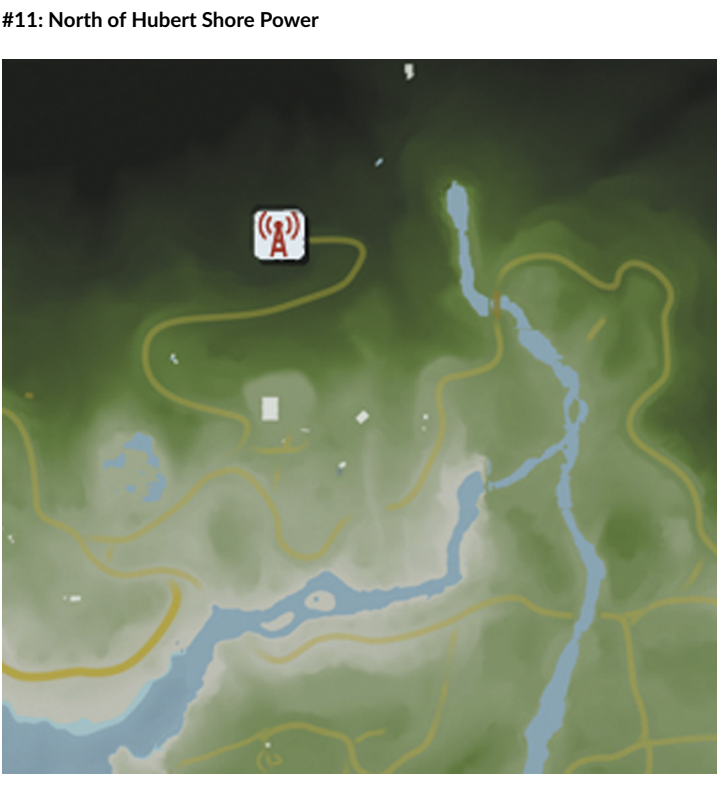
#10: West of The Neck's Diner



You get dropped off right next to this radio tower after finishing "Warrior Rescue Service," so you may want to wait until that point in the story for expediency's sake.

After wading through some sleepy tapir, go up the staircase and inch towards its edge until you can climb up to the first ledge. Take a long jump across the gap in the walkway, then crouch down and carefully creep along the narrow beam on the side of the tower until you can grab the overhead ledge. Use the makeshift bridge on the next level to reach a few more climbing points, then take the ladder to the top.

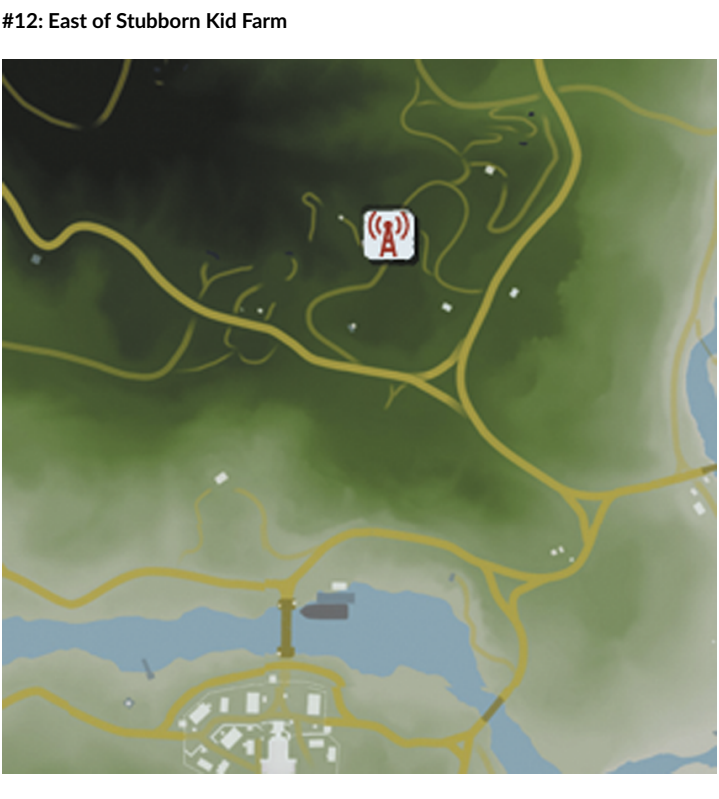
#11: North of Hubert Shore Power

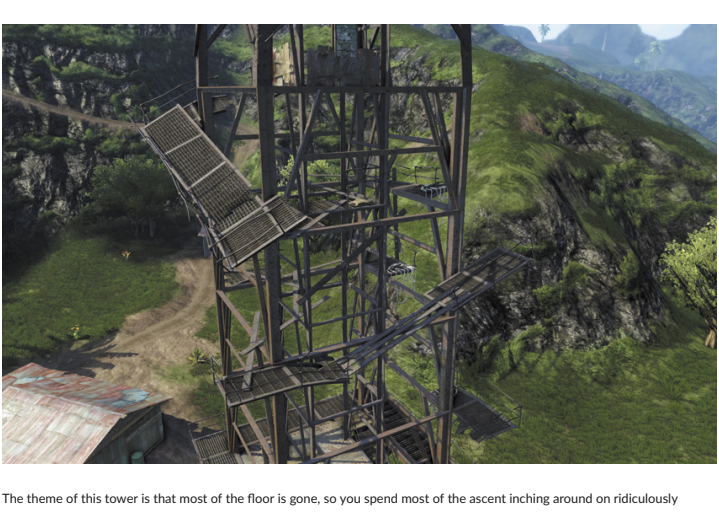


As you'll soon discover if you try it, this radio tower is effectively unapproachable from the north owing to all the mountains in that general area. The only real way to get to it is to start from Hubert Shore Power and follow the road north, pirates permitting. The tower is also in leopard territory, so take it slow and listen carefully for growling.

Take the stairs up to the first landing, then duck under the strut and climb up two rope ledges. Jump across the gaps in the exterior catwalk, then climb up another level and cut across the middle platform to the broken walkway. That'll take you straight to the last ladder.

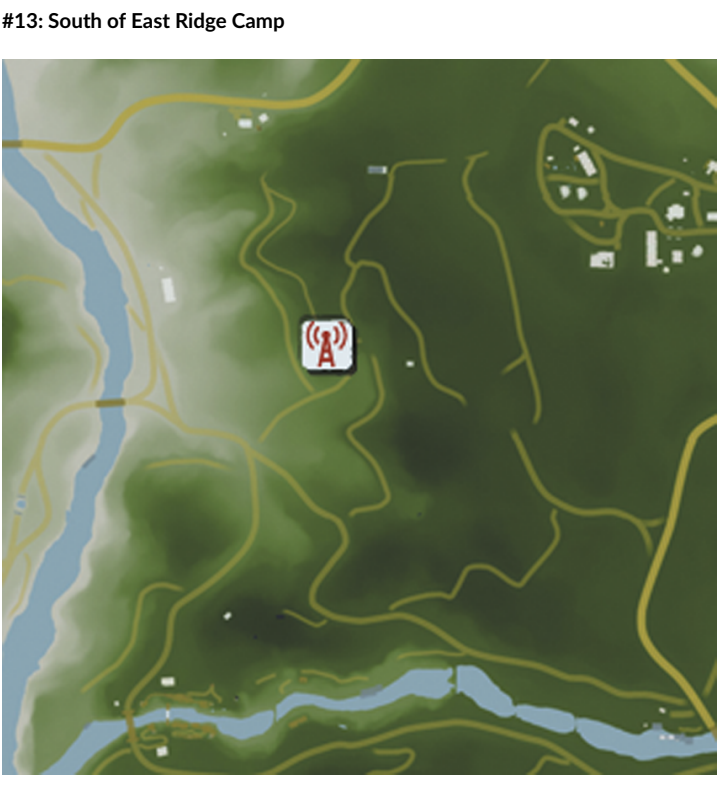
#12: East of Stubborn Kid Farm





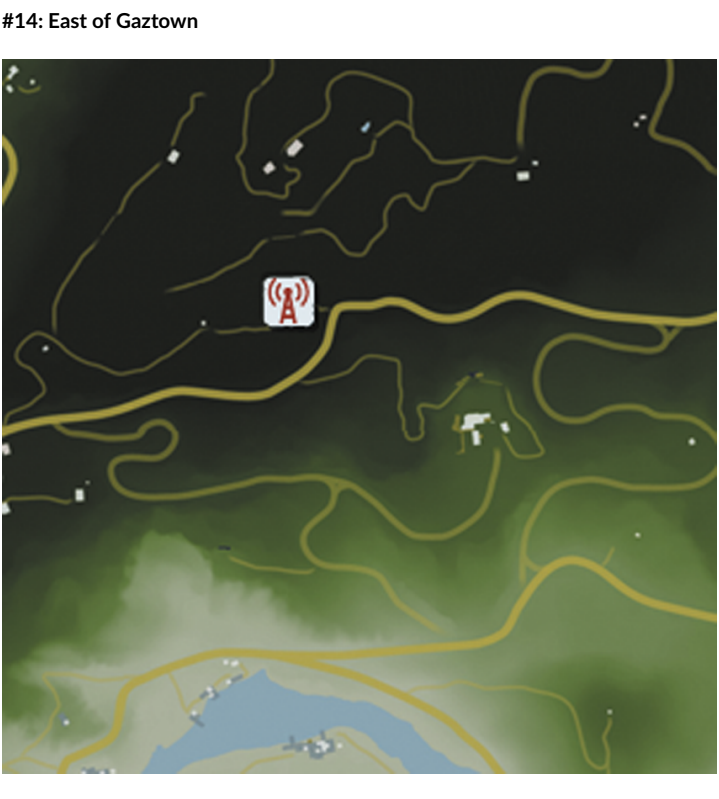
The theme of this tower is that most of the floor is gone, so you spend most of the ascent inching around on ridiculously narrow boards. Use a few rope ledges to work your way up the first few floors, then jump onto what's left of the exterior catwalk and jump across the gaps to the ladder. This is a lot harder than it sounds.

#13: South of East Ridge Camp



Head up the stairs and the makeshift ramp, then jump across the gap to the ledge and pull yourself up. Mantle up onto the nearby walkway, and then onto the collapsed ramp nearby. Jumping onto the ramp at its base doesn't tend to work very well, so go straight up onto the ramp itself and jump onto the twisted platform above it. Creep across the narrow beam, leap up to the next ledge, hop across the gap, go up the stairs, and take a flying leap to grab the ladder to the top.

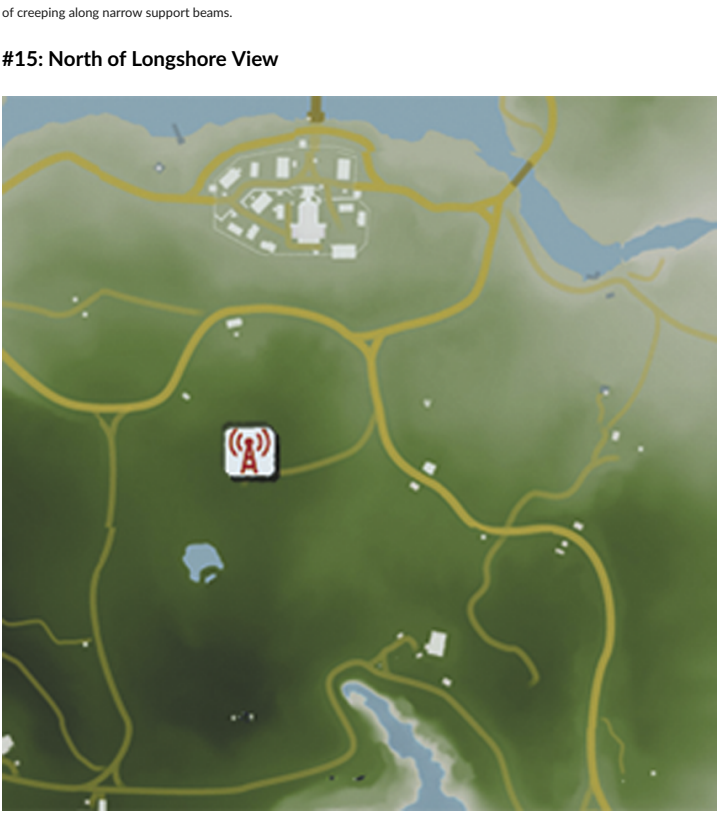
#14: East of Gaztown



The first leg of the ascent up this tower isn't much to speak of. It's just six ledges in rapid succession. It gets complicated after that, and you have to carefully edge around a corner. Once you're there, drop down to the platform with the loot chest, then climb back up to the ledge.

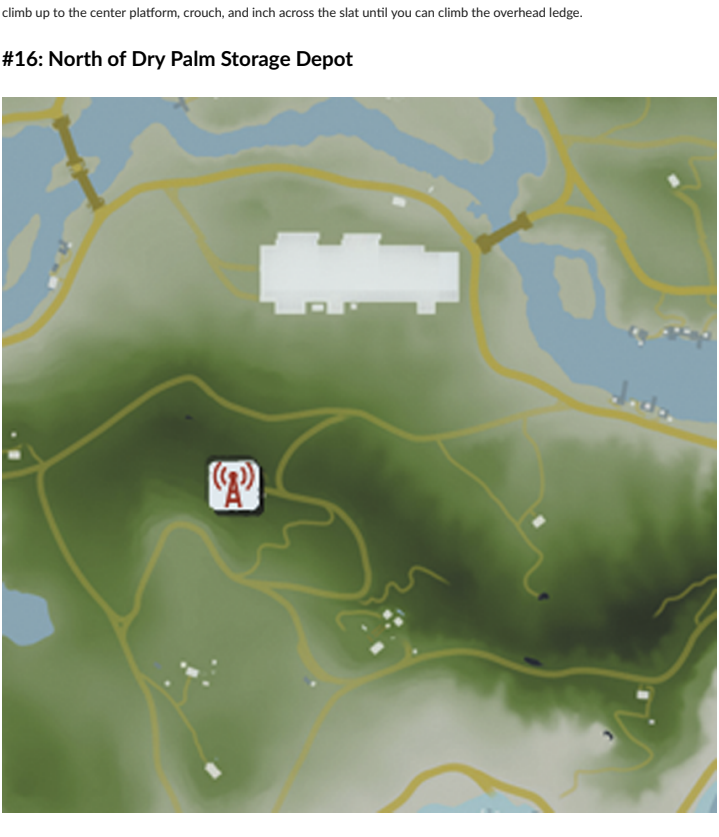
Take a careful jump down a level, move past the buckled part of the catwalk, then climb up another ledge. The trick to this tower is figuring out exactly how you're meant to get to the last ladder, and realizing that it doesn't involve an intricate process of creeping along narrow support beams.

#15: North of Longshore View



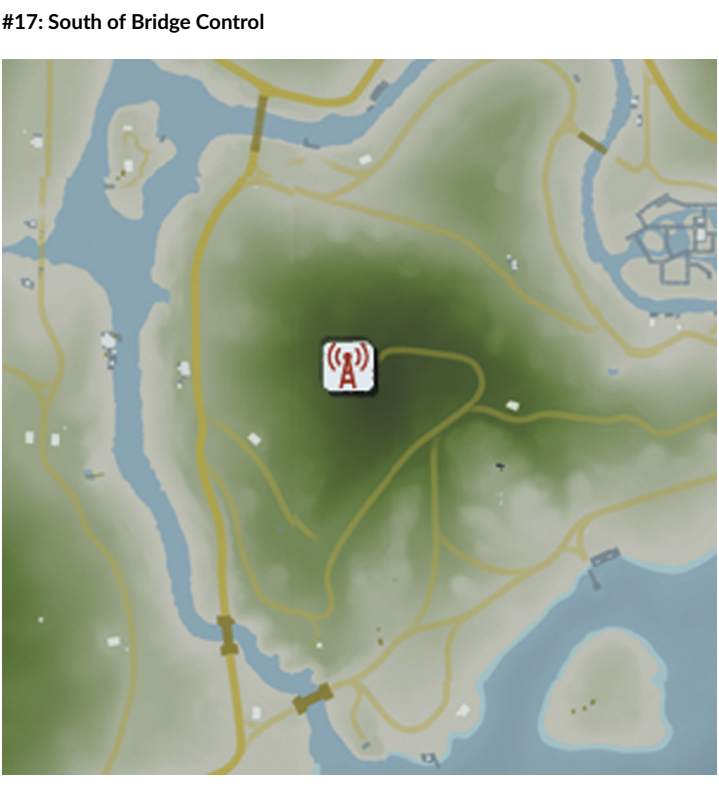
Climb the first set of stairs, cross to the corner of the platform, and take a long running leap across the gap to the opposite corner. Jump to the half-collapsed walkway, then climb up to the next level to find a stash of cash. Grab it, then climb up another ledge above you. Jump off what's left of the next staircase and grab onto the ledge, climb up, and follow the path around across the narrow metal slats. When that dead ends, take a very careful jump down to the platform below you, then climb up to the center platform, crouch, and inch across the slat until you can climb the overhead ledge.

#16: North of Dry Palm Storage Depot



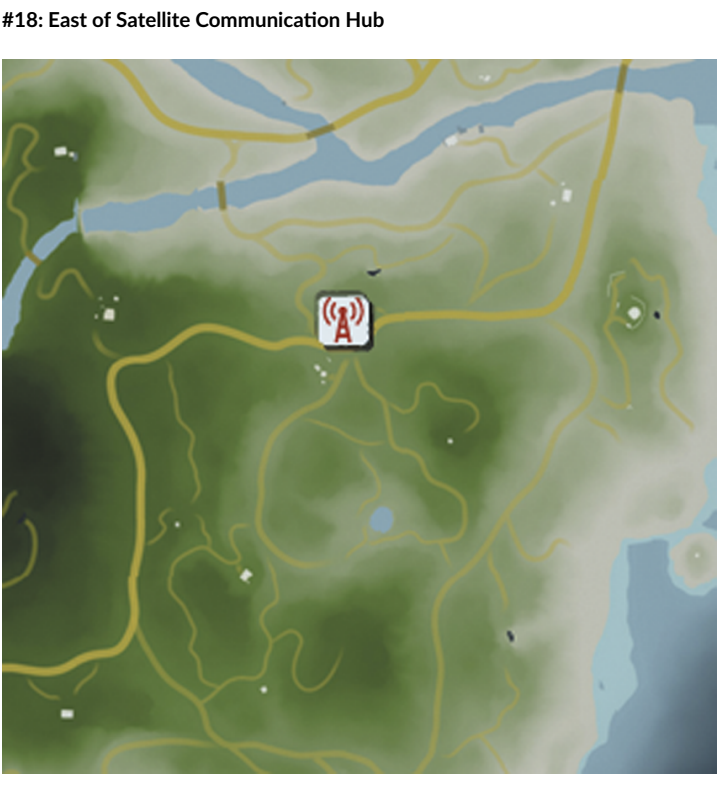
The stairs at this radio tower have been destroyed. The only way to start climbing it is to use the zipline anchored to the nearby building. After that, the rest of the tower is almost an anticlimax; just look for the ropes and mantle up to the ledges above you.

#17: South of Bridge Control



Mantle up three levels, then use the slat to get up the buckled walkway. There's a gap you have to circumvent, but the ceiling is low enough that trying to jump it usually knocks you down a floor. Instead, crouch and use the support beams to help you inch across, then climb up the next ledge. Use the board on the floor to get to the exterior ledge, loot the chest, and then turn around and take a flying leap to get to the next ledge. Pick your way across the rickety series of boards that pass as this level's floor, then climb one last ledge to reach the final ladder.

#18: East of Satellite Communication Hub

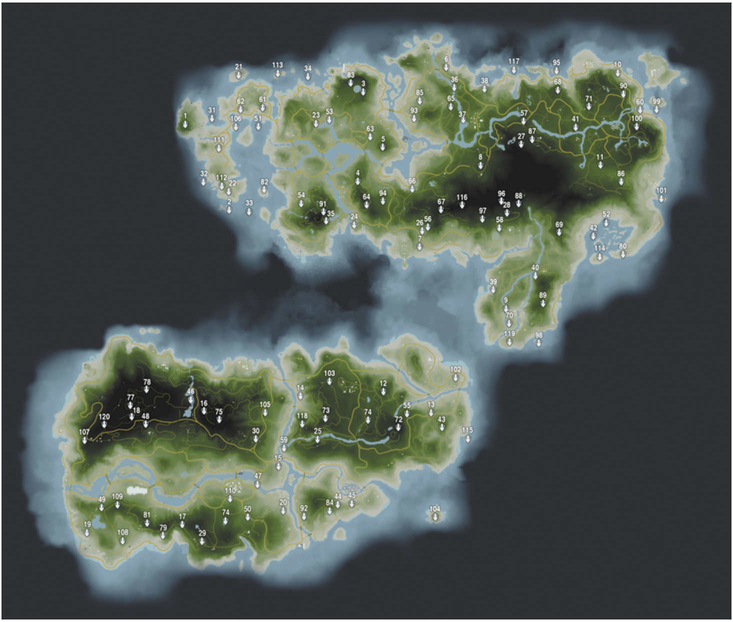


Go up the first set of stairs and climb onto the ledge. Take a long jump across the gap in the catwalk to reach the ropes, then edge along the broken beam until you can drop onto the platform below. Climb onto the overhead platform, inch across the beam to the other side of the tower, and then move far enough out onto the broken beam to grab the ledge above you. Inch across one last narrow beam to reach the fallen walkway, follow it to its end, and jump up to the final platform.

Collectibles

Relics

Click here for interactive map



Due to decades of exploitation, tourism, and unrest, the Rakyat's ancient relics have ended up scattered across the island. There are 120 Relics, shaped like the sacred animals of the Rakyat, and they've found their way into some truly strange places.

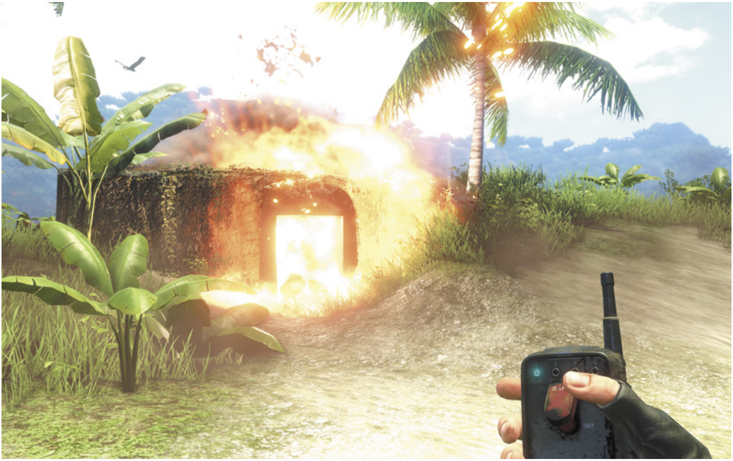
Each Relic you find is worth 250 EXP, which makes them an excellent source of skill points, particularly early in the game. You can find most of them without needing any special equipment or skills, although there are a few exceptions, and they provide a handy excuse to go off and explore Rook Island.

The item maps, available at any vendor, mark the location of most Relics within a given area of the island with an urn-shaped icon (). These maps only cost $500 each, and there's no reason not to pick them up as you go. Even though you've got this strategy guide, the in-game maps give you the ability to set a waypoint on a distant Relic, allowing you to mark it on your HUD. This is invaluable when exploring.

Between the map in this guide, the in-game maps, and the following tips, you should be able to pick up 118 out of the 120 Relics without a problem. The ones that are harder to find are #1 (Spider 1) and #22 (Spider 22), as noted below.

Finding 30 Relics unlocks the Untouchable crafting recipe, which allows you to create a syringe that confers a short-lived immunity to damage. Finding 40 Relics unlocks the Touch of Death syringe recipe, which allows you to kill any target with a single shot for as long as the buff from the syringe lasts. These two Special syringes both require a vast number of Leaves to create, but they're powerful enough that they're worth it.

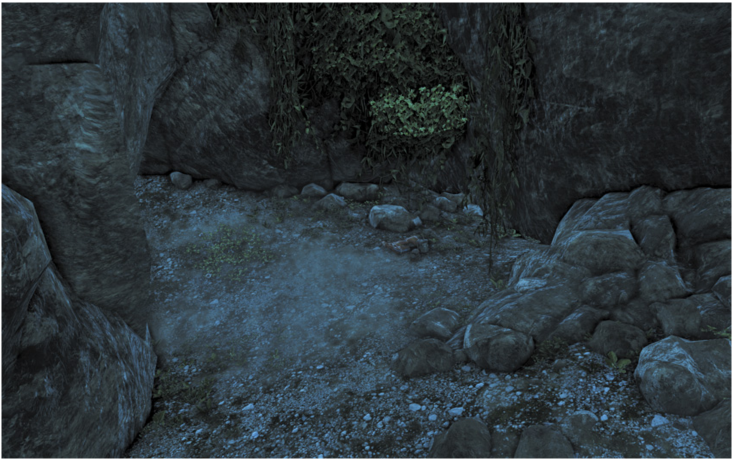
If you can find 60 Relics, you receive the Archeology 101 Achievement/Trophy.



Tip

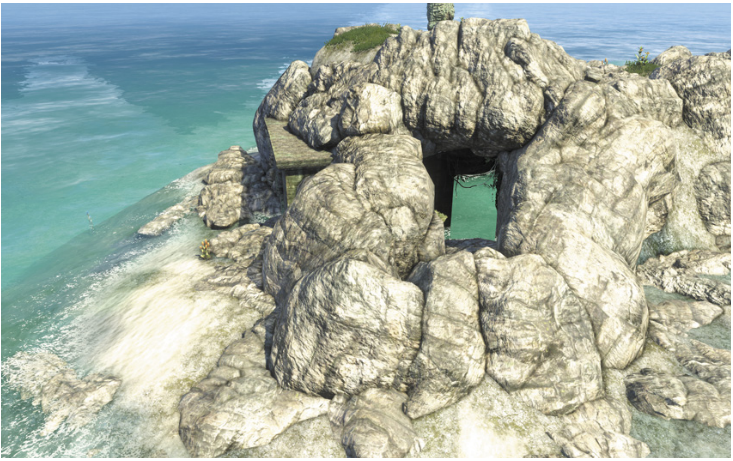
This guide assumes you're carrying a few charges of C4 at all times, because really, why wouldn't you be? It has a thousand and one uses around the home. If you're caught without any, however, any explosive device will work for blasting open old ruins—an RPG, a GL round, or a cooked grenade. You can even shoot a land mine from a distance. Keep in mind, however, that any explosion tends to get nearby pirates' attention.

#1: Spider 1



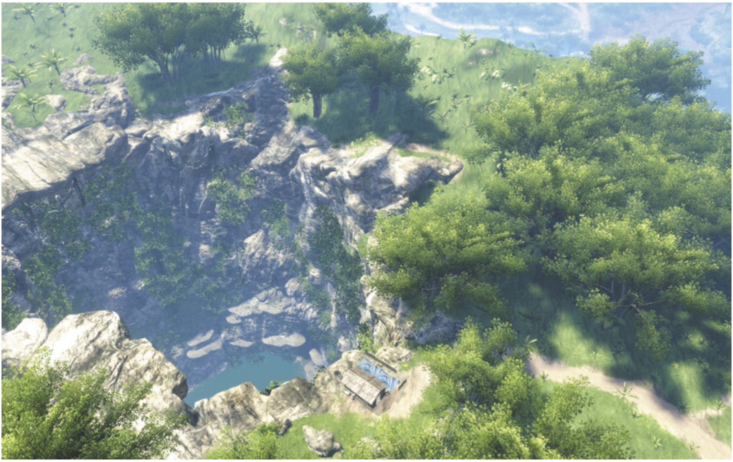
This is one of two Relics in the game that will not show up on any map. After you rescue Oliver, you'll return to the cave under Dr. Earnhardt's house to discover that Daisy has cleared away some of the wreckage from the far end of the cave. If you swim out into the water and climb up on the beach behind the wrecked ship, there's a hidden cavern back here with two loot chests and, tucked off in an unremarkable corner, the first Relic.

#2: Spider 2



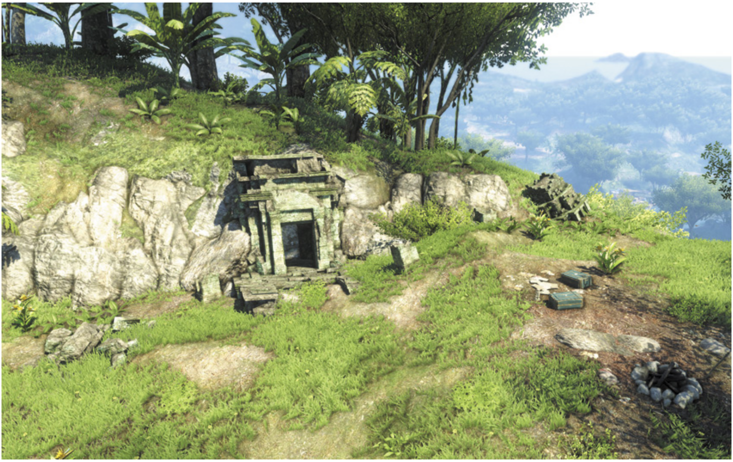
Off the southwestern coast of the North Island, there's a small island with the wreckage of a temple on it. You can see this Relic from the water through a gap in the wall, but to get to it, you have to climb a tiny, easy-to-miss ledge on the north side of the island. Once you do, drop down through a hole in the roof to find the flooded remnants of the temple and grab this Relic off its pedestal.

#3: Spider 3



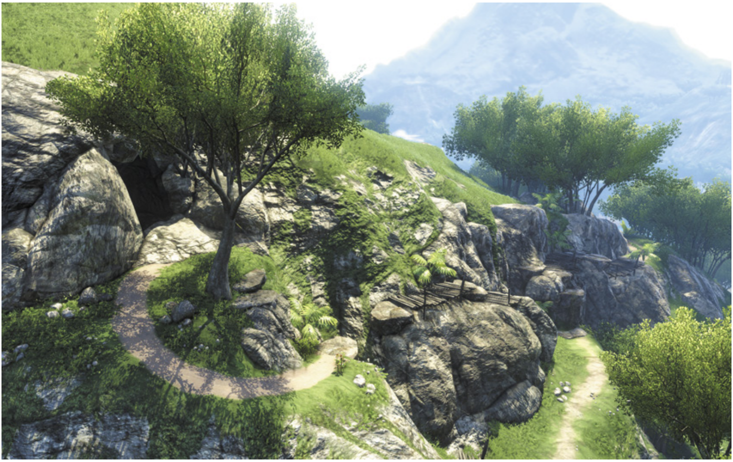
Located on the east side of the cenote north of Amanaki Village. Dive into the cenote from above, then swim east and climb up onto one of the viny ledges. After a series of increasingly tricky jumps from ledge to ledge, you can find this Relic and a red loot chest inside a well-hidden tomb.

#4: Spider 4



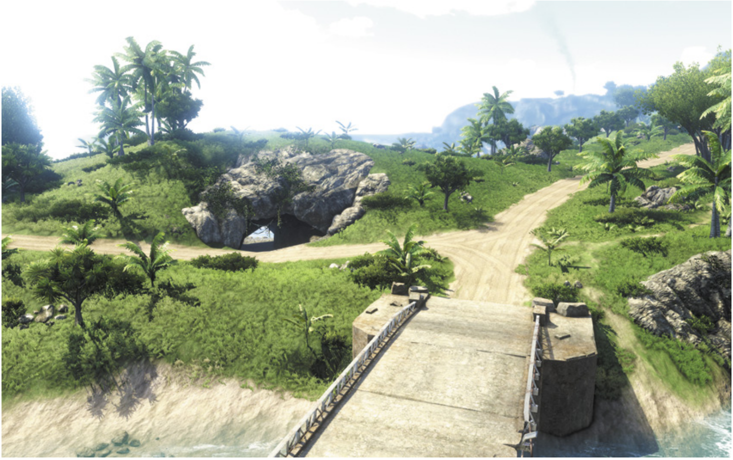
Located 375 meters south of the Amanaki Outpost, on top of a high bluff that overlooks the logging camp, there's an easy-to-miss ruin built into the side of a rock seam. The Relic is inside.

#5: Spider 5



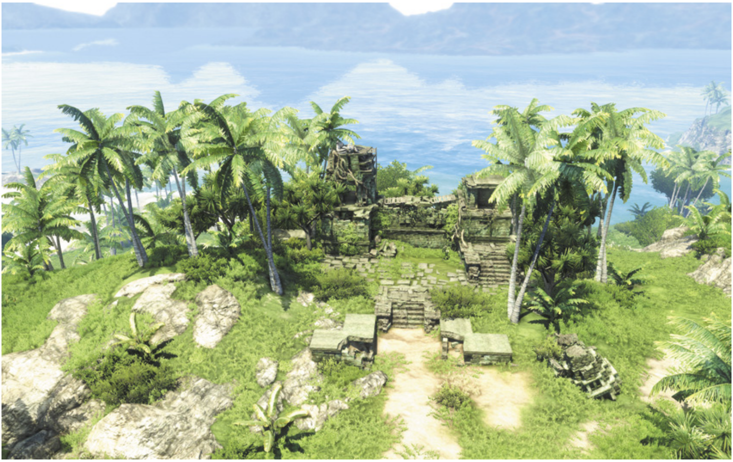
Circle around to the south face of the mountain east of the Amanaki Outpost. There's a rock seam that leads to a large cavern, where someone has hidden this Relic on an altar.

#6: Spider 6



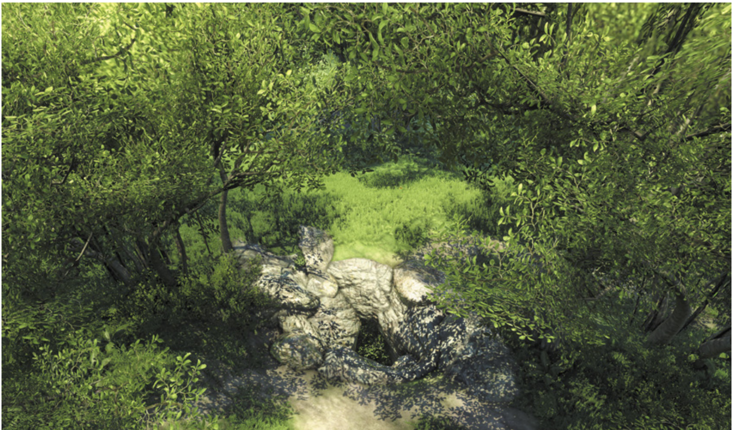
Go east from the Cradle View outpost and use the bridge to cross the river. On the far side, there's a big cavern right off the road that has three separate entrances. Where the three paths converge, there's an altar with this Relic and some cash on it.

#7: Spider 7



East of Citra's temple on the North Island, there's an old fort that's just south off the main road. When you approach the fort, climb the ledge on its right tower, drop a C4 charge, back off the ledge, and detonate it. This takes down the wall, which lets you cross the scaffolding to the fort's other tower. The Relic is found atop it. If you're on "A Connection To The Past", one of the tablets you need is on the floor below the Relic.

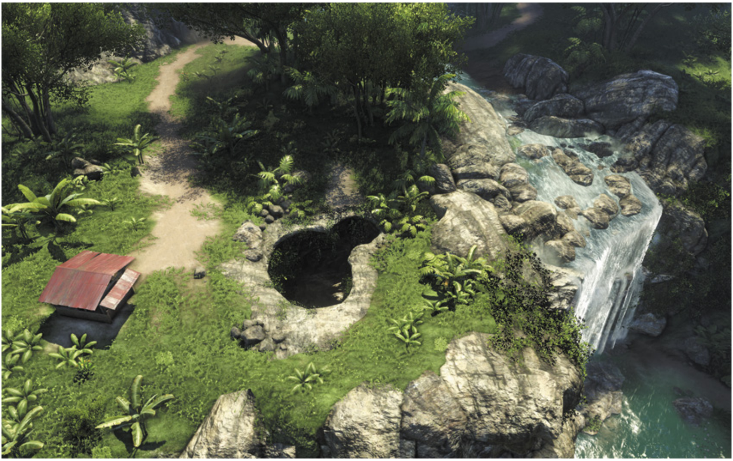
#8: Spider 8



About 100 meters north of the Cradle Gas outpost, you can find a hole in the ground that lets you drop into an old ruined temple. Unfortunately, this is something of a trap, as the fall isn't survivable. The real way to get inside is to search the cliffs slightly south of the hole in the ground, where you'll find a flooded cavern. You can use the ledges inside it to get to the temple, although it takes a few careful jumps.

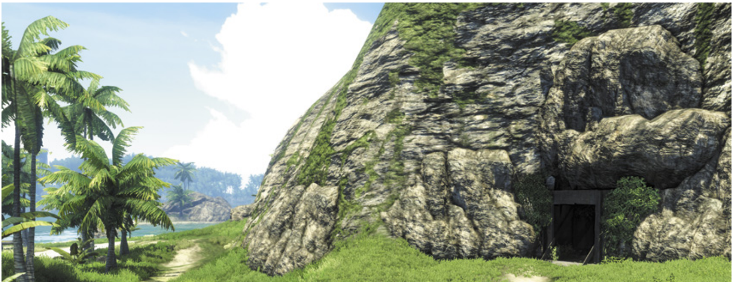
When you do reach it, don't bother trying to leap across the three pillars to the Relic. You can get just close enough to grab it by standing on the slight incline behind the Relic's pillar.

#9: Spider 9



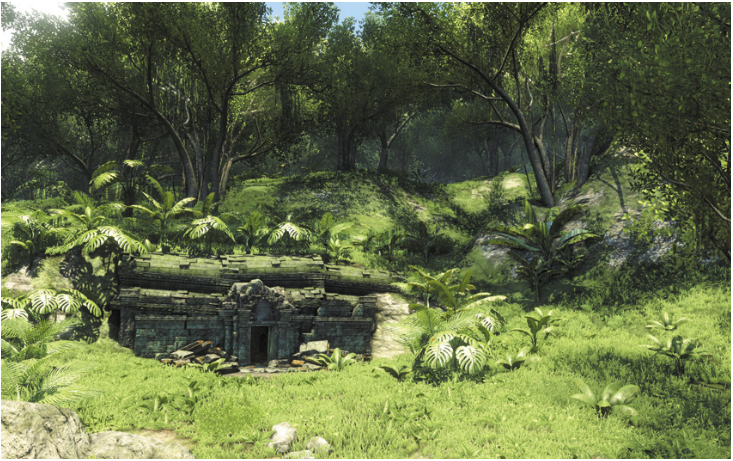
Along the river north of Rook Point Tower, there's a crevasse at the top of a waterfall. This can be tricky to figure out, but you need to drop into the crevasse so you land in a hidden tunnel, where you'll find this Relic at the end. To escape safely, don't try to go out via the waterfall, as the water outside isn't shallow enough to allow you to survive the fall. Instead, return to the crevasse and drop into the water, then swim to safety. Watch out for a crocodile.

#10: Spider 10



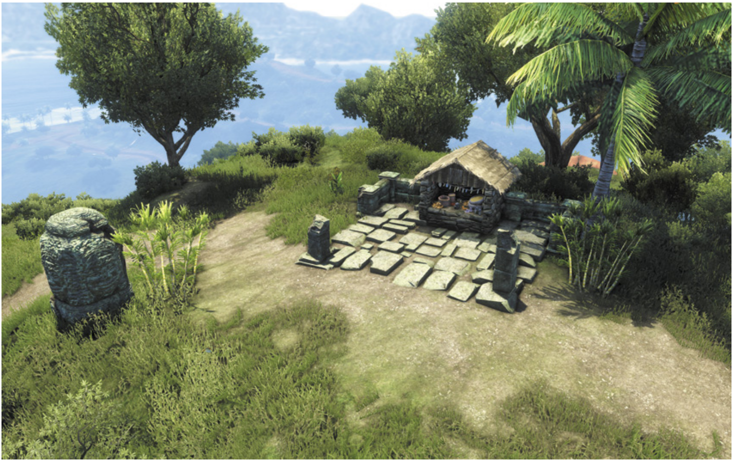
It's easy to find this Relic. It's on the other side of a wrought-iron grate across a sewer tunnel, on the mainland west of Vaas's stronghold on the North Island. To get inside, circle around to the north side of the cliff and enter via an old personnel door. Hug the right wall as you enter and you can work your way around to a cliff with some conveniently located vines that you can scale to reach the tunnel where the Relic is located. There are also multiple loot boxes in the pool below, including a red one.

#11: Spider 11



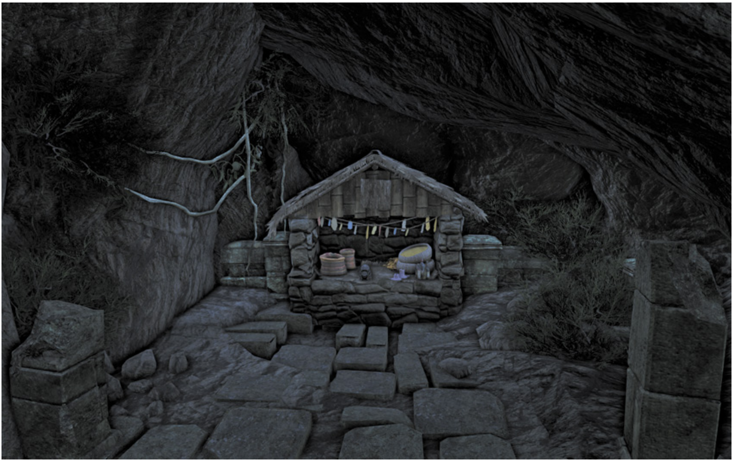
Located 160 meters south of the Birdhouse Tower on the North Island, inside a set of ruins. (If you look at your map in-game, the Relic is almost directly above the "bear territory" icon.)

#12: Spider 12



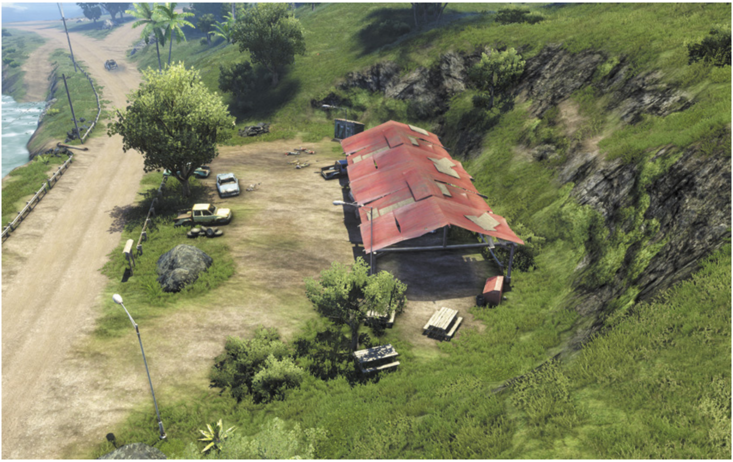
About 130 meters directly north from the Delta Camp fast-travel point on the South Island, on an altar that's on top of a hill.

#13: Spider 13



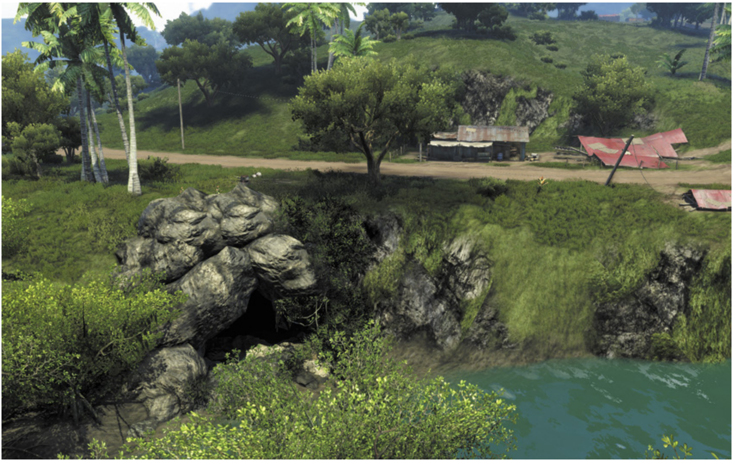
You'll probably notice the icon for this Relic on your map when you take down the scrambler at Radio Tower #18. It's located almost directly underneath that tower, in a cavern you can access through an entrance to the tower's north.

#14: Spider 14



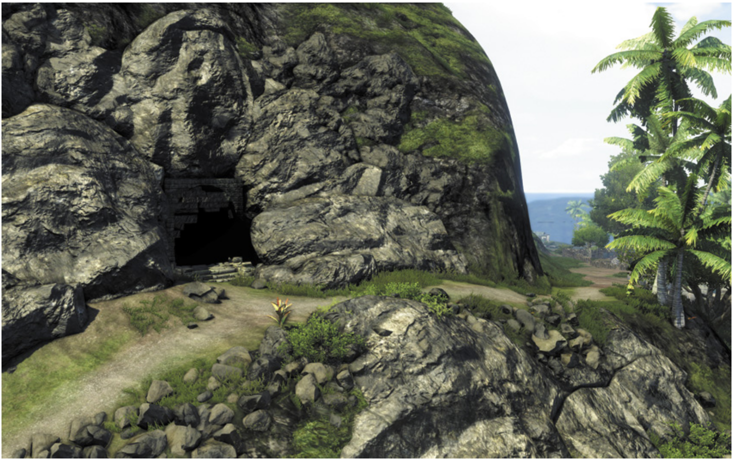
At 200 meters south of the East Ridge Camp on the South Island, look for an outdoor parking lot with a red roof by the side of the road. The Relic is hidden behind the red wooden dumpster in the corner.

#15: Spider 15



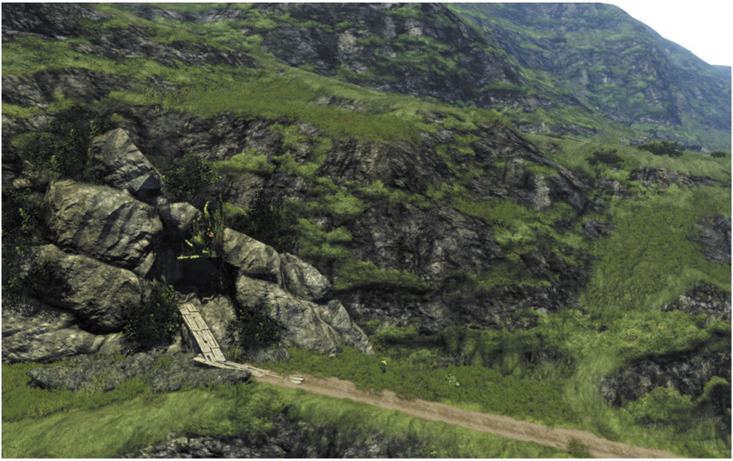
Inside a cavern by the side of the river about 320 meters northwest from the Bridge Control outpost on the South Island. You need to take a short underwater swim to reach the area with the Relic. The "Home Delivered" side mission takes place here.

#16: Spider 16



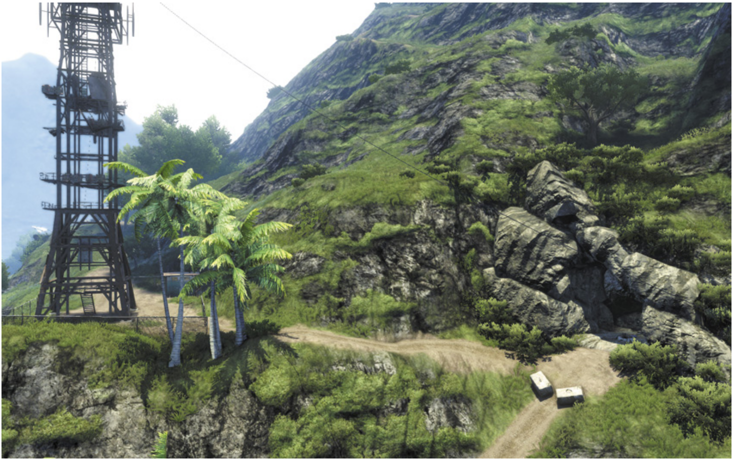
About 190 meters south of the Spine Ridge Site on the South Island, look for a short side trail on the west side of the main road. It leads up to what's left of a temple entrance built into the side of the mountain. You'll find this Relic inside.

#17: Spider 17



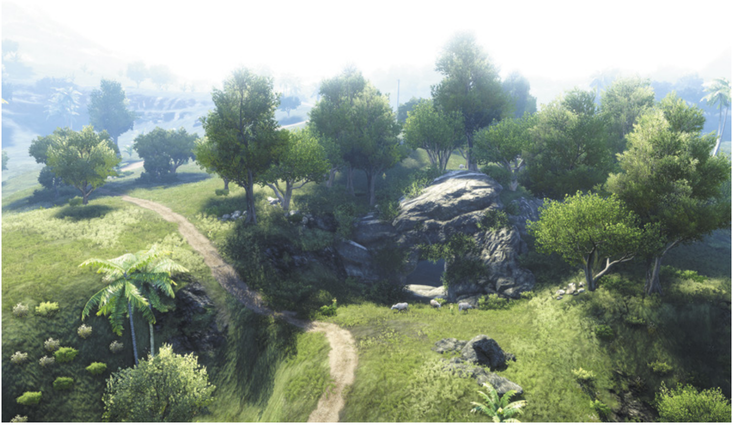
Located 450 meters east from the Dry Palm Storage Depot, there's a cavern entrance on the south side of the road, right at the end of a small trail. Enter, jump across two gaps, and follow the tunnel to its end to find a well-hidden Relic and some loot boxes.

#18: Spider 18



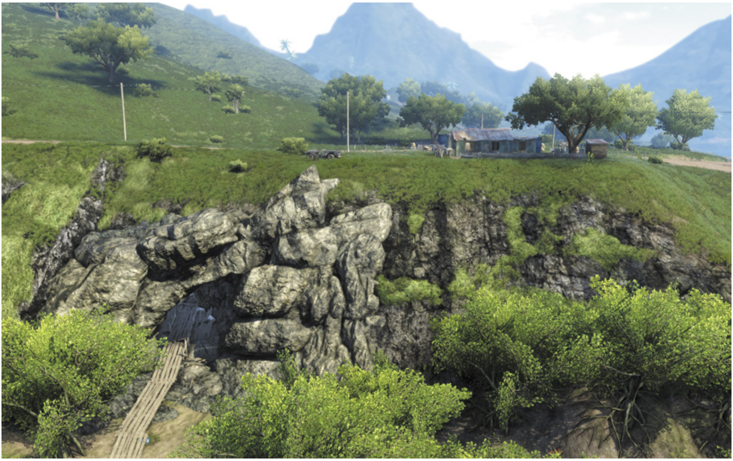
Right inside a cave on the west side of South Island. When you disable the scrambler on Radio Tower #14, it shows you this Relic's location. There's also a zipline from that tower that drops you directly outside the cave, which makes this Relic a gimme.

#19: Spider 19



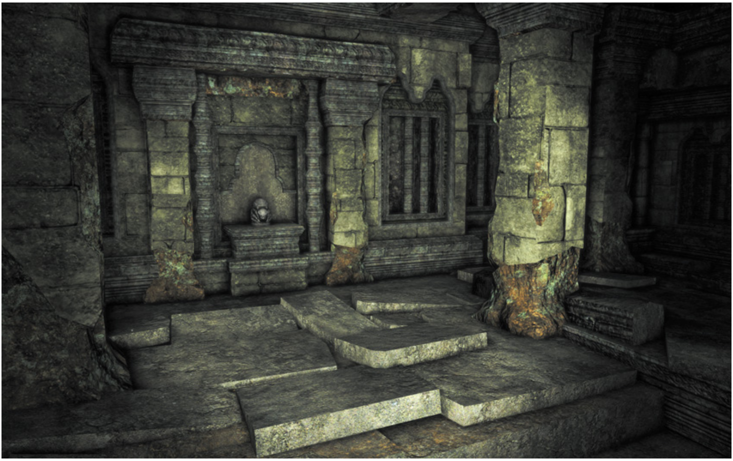
Located 450 meters south of Maw Docks & Repairs on the South Island, there's a well-hidden underground lake. You can either access it through a sinkhole on the surface, which has a risk of killing you in the fall unless you hit the water, or through a cave entrance on the nearby western coastline. Whichever you end up doing, cross the rope bridge on the upper level and carefully climb across the rocks to where this Relic is hidden.

#20: Spider 20



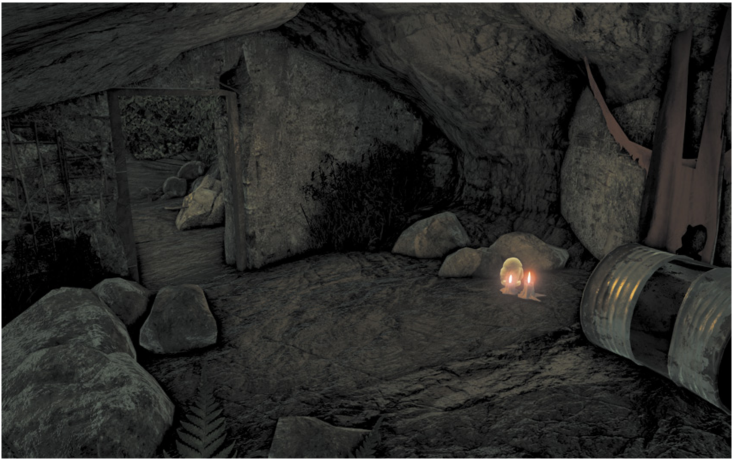
About 500 meters northeast of Longshore View, there's an old mine tunnel in the southern side of a hill by the side of the river. This Relic is just inside. The big complication is that it really is in the middle of nowhere, although you pass right by it during the "Dirty Work" side mission.

#21: Spider 21



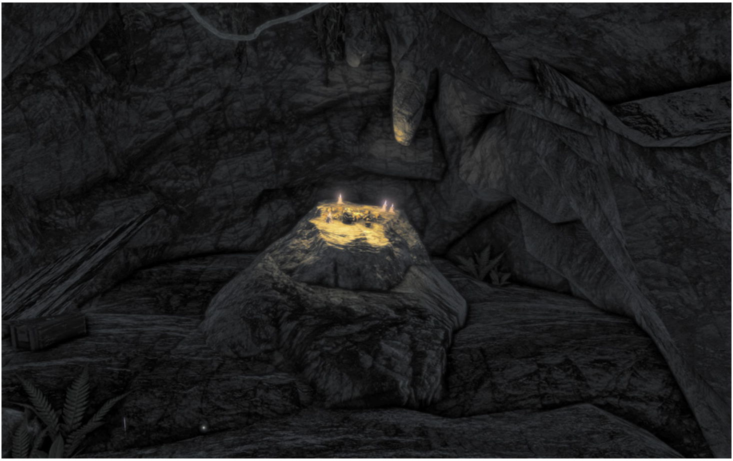
Go to the Temple of Stone on the North Island. At the top of the stairs, there's an open passage that leads down into a catacomb, where this Relic sits in plain sight.

#22: Spider 22



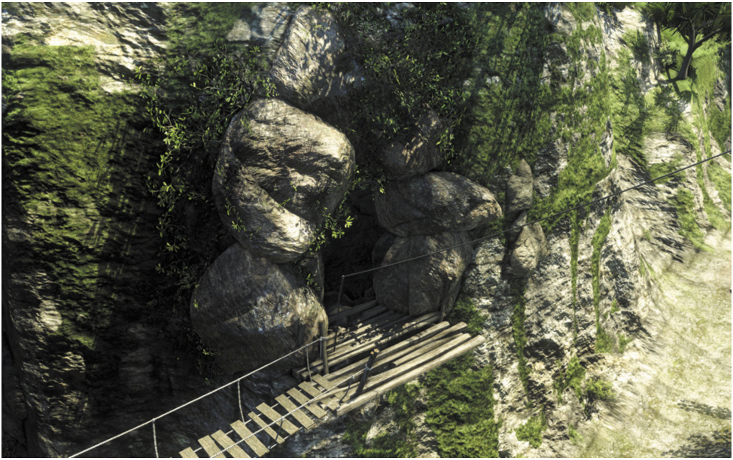
Just inside the prison entrance in Sunset Cove. You'll practically trip over it during the "Prison Break-In" story mission.

#23: Spider 23



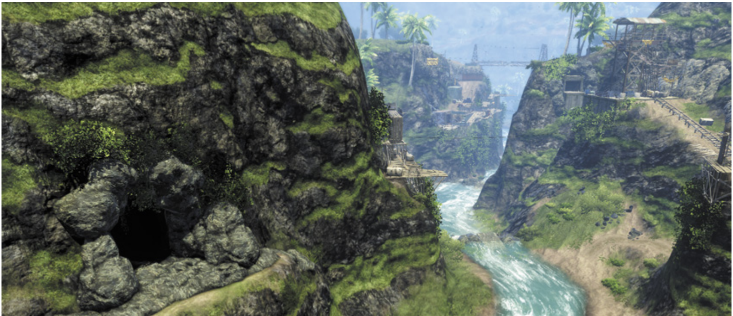
East of Amanaki Village, there's a well-hidden cave on the west side of a hill. It's easiest to spot if you look for a small clearing with a loot box and a bunch of rhododendron bushes. Inside the cave, you'll find the Relic and some cash on a makeshift altar.

#24: Spider 24



This Relic can be found 460 meters west from the Temple Gateway fast-travel point. In order to reach this Relic, you must travel south along the east side of the river on the top of the bluff until you see a rope bridge. Cross it, then look for another one below you and cross that one to a well-hidden dugout in the side of the bluff.

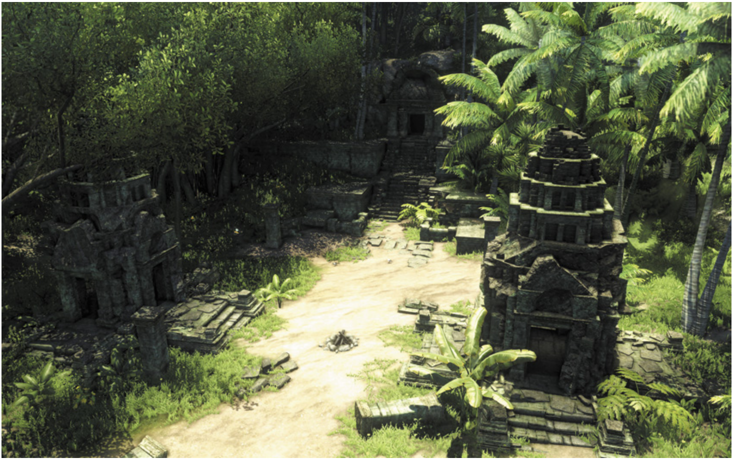
#25: Spider 25



If you go 320 meters west of the Lazy Shore Marina on the South Island, there's a shallow cavern built into the south face of the ravine. This Relic is inside.

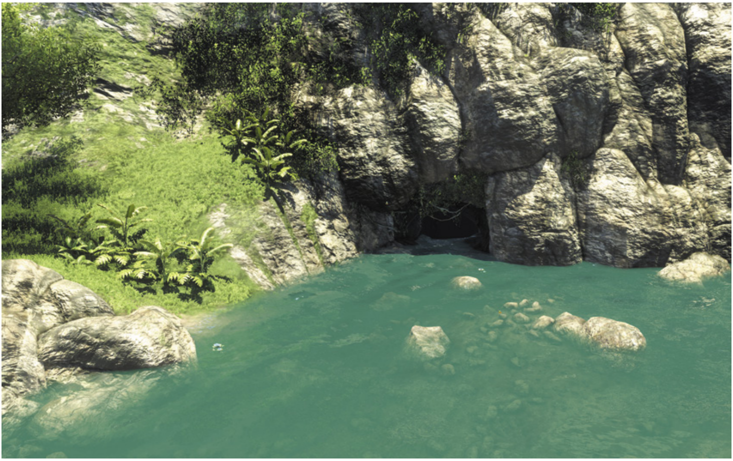
You can't drop down to the cavern from above, as the slope above it is too steep to avoid taking damage. You have to climb the hills north of the ravine and use your wingsuit and parachute to glide in, which may take a couple of tries to get just right. This is further complicated by this entire area being guarded by some of Hoyt's most aggressively paranoid troops, who will often attack on sight regardless of whether or not you have the privateer uniform. It's a good idea to wait to go after this Relic until after the story campaign.

#26: Spider 26



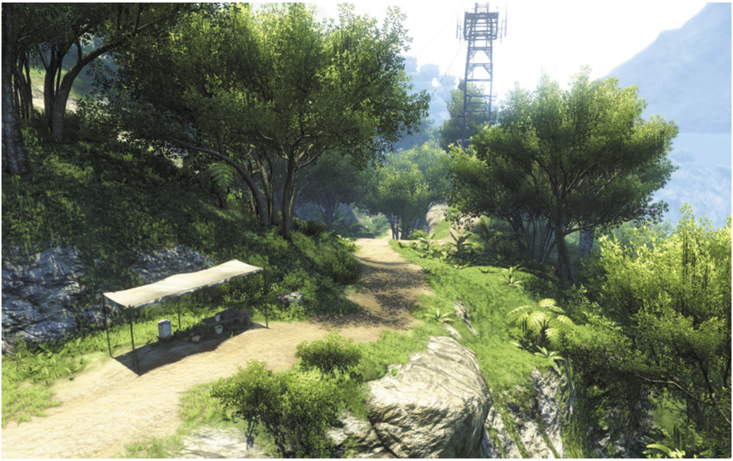
Northeast from Citra's temple, there's a large, surprisingly intact ruin by the side of the road. (If you've unlocked the quest, the guy who starts the "A Connection to the Past" side mission is standing right outside.) Go straight in through the front door and down the stairs to find this Relic on a shelf.

#27: Spider 27



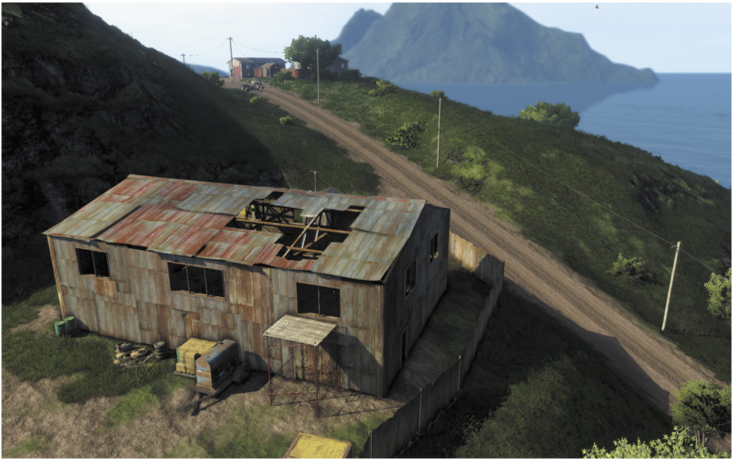
Go through the mining tunnel in the Old Mines outpost. Slide down the ladder and go southeast down the passageway until you emerge above a small lake. After you cross both rope bridges, the Relic is in the antechamber directly ahead of you.

#28: Spider 28



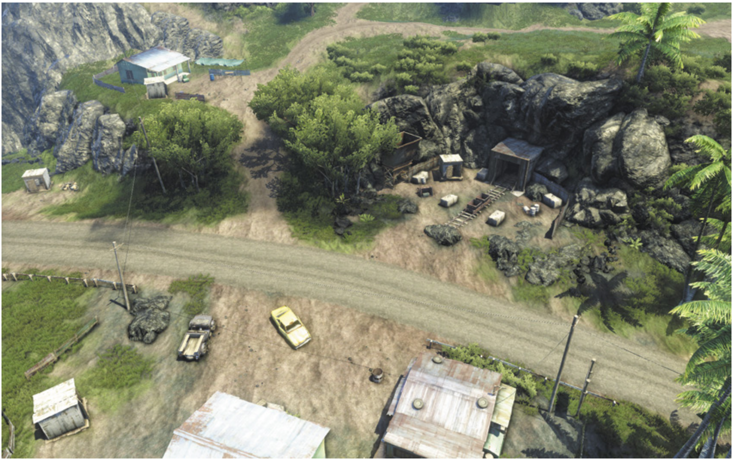
If you take the west-facing zipline off Radio Tower #11, you land almost on top of this Relic. It's on the ground underneath a table by the side of the road, behind a loot chest.

#29: Spider 29



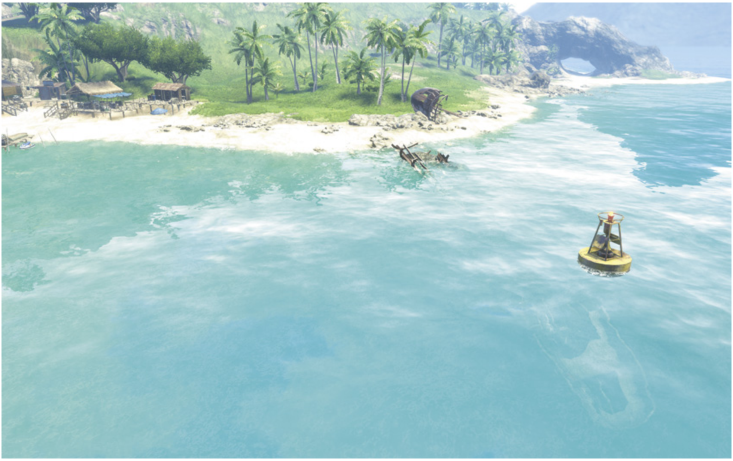
Go to the Longshore View outpost on the South Island, grab a vehicle, and drive west. About 430 meters away, you'll find a warehouse on the north side of the main road. The Relic is inside, but the only way to get in is to go around to its parking lot and jump onto the maintenance gangplank, then go in through the second-floor window.

#30: Spider 30



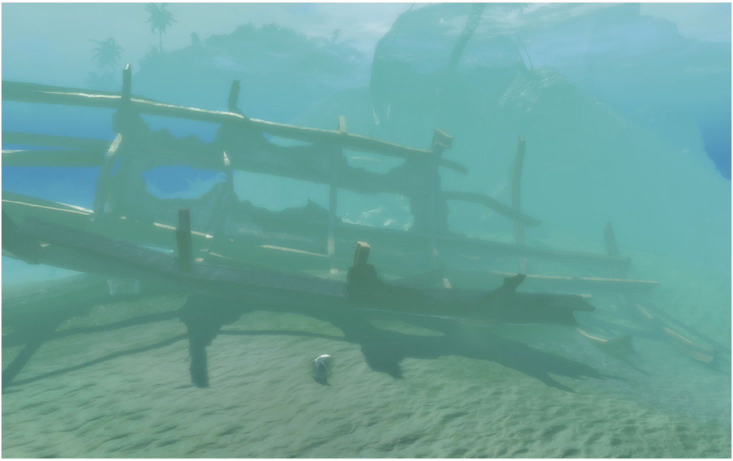
There's a general store directly east of the Stubborn Kid Farm on the South Island. Across the street from that store, there's an abandoned mine. The Relic is inside a mine cart right outside the tunnel entrance.

#31: Shark 1



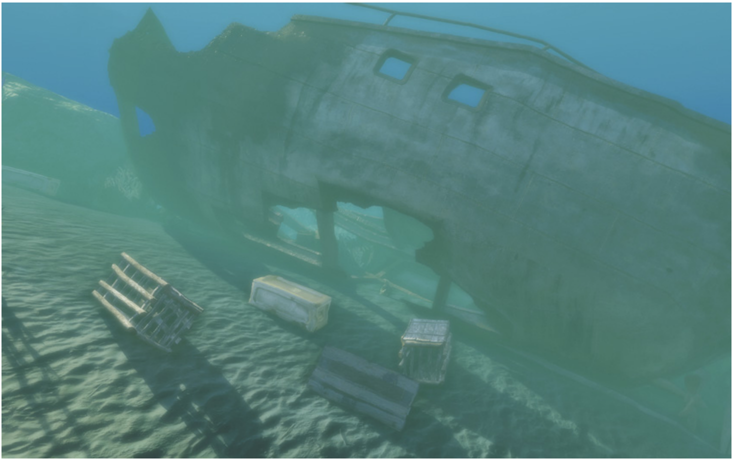
Near Radio Tower #2, there's a buoy covered in bells out in the middle of the water. If you swim out to it and dive down, there's a wrecked ship on the ocean floor at the buoy's base. The Relic is actually underneath the shipwreck, lying in the sand, so don't waste air looking around on the deck.

#32: Shark 2



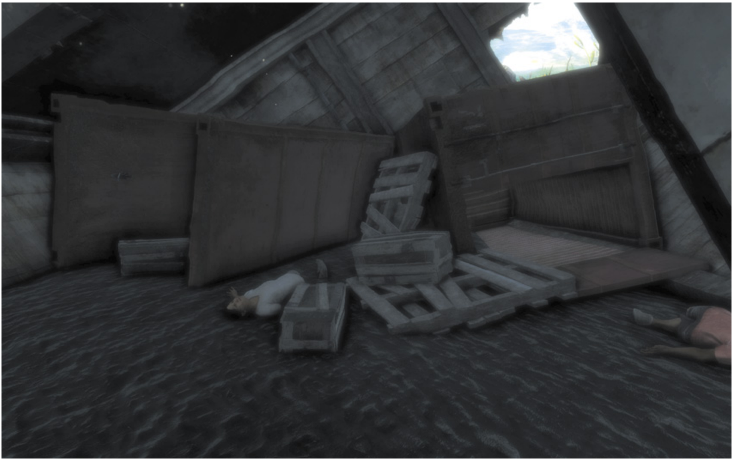
There's a ship wrecked off the west coast of the southwestern peninsula of the North Island, just south of the start of the Shark Bait Run. The prow of the ship has run aground, but the rest of her is on the ocean floor, along with this Relic.

#33: Shark 3



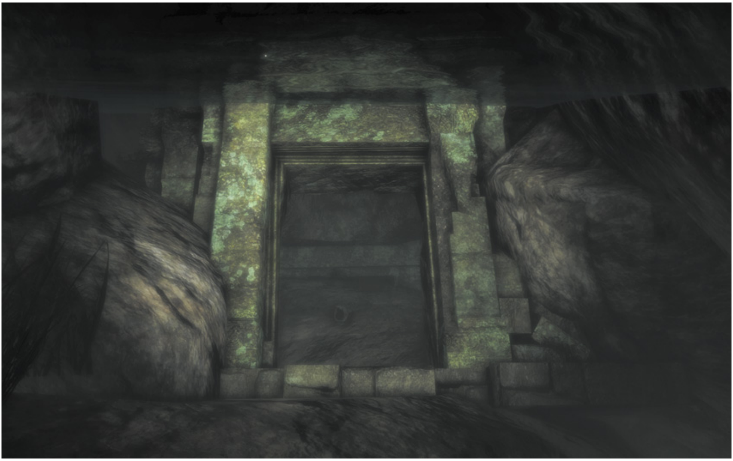
Southwest of Orphan Point, there's a buoy out in the middle of the water with bells on it. If you dive beneath that buoy, you'll find this Relic on the ocean floor underneath the hull of half a shipwreck.

#34: Shark 4



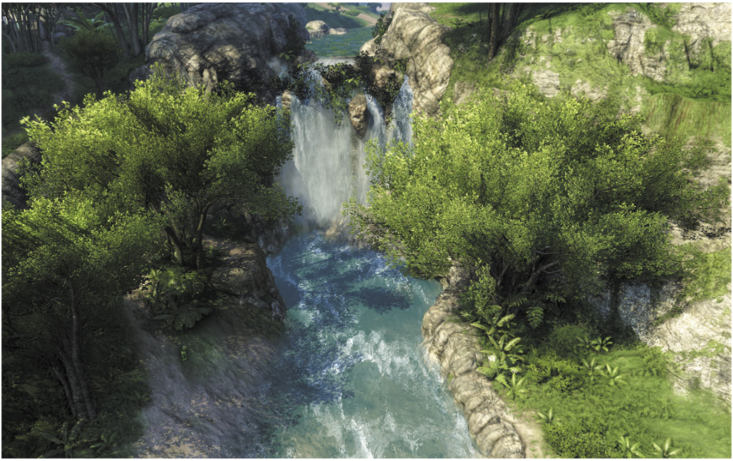
There's a buoy in the waters just northwest from the Welshore Wreckers' House on the North Island. Swim underneath the buoy to find a shipwreck on the ocean floor with this Relic in its hold. You'll probably want a Deep Dive for the trip.

#35: Shark 5



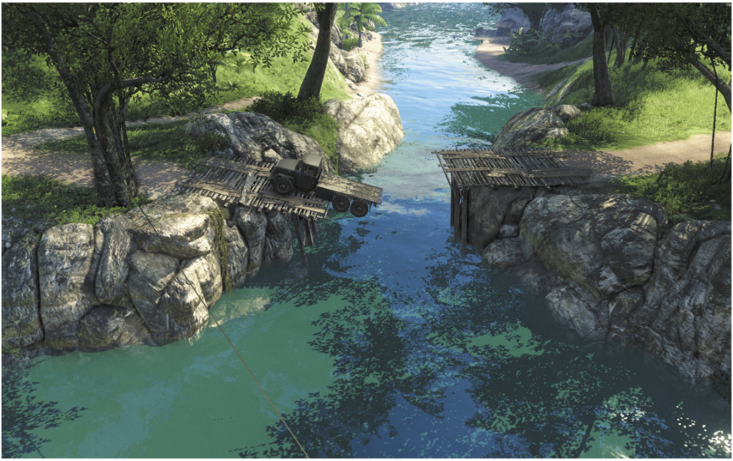
From Northview Gas on the North Island, take the main road northeast and look for a waterfall. This Relic is in a submerged ruin right behind it.

#36: Shark 6



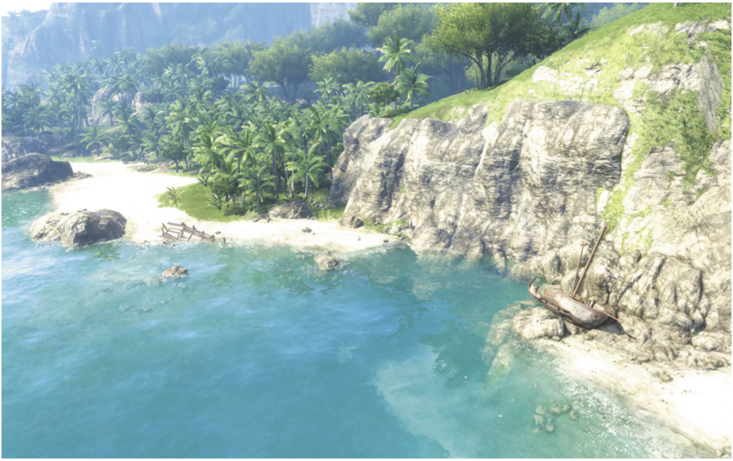
About 360 meters downriver and southeast from the Cradle View outpost, there's a crashed truck in the river at the base of a waterfall. This Relic is in an open crate near the truck.

#37: Shark 7



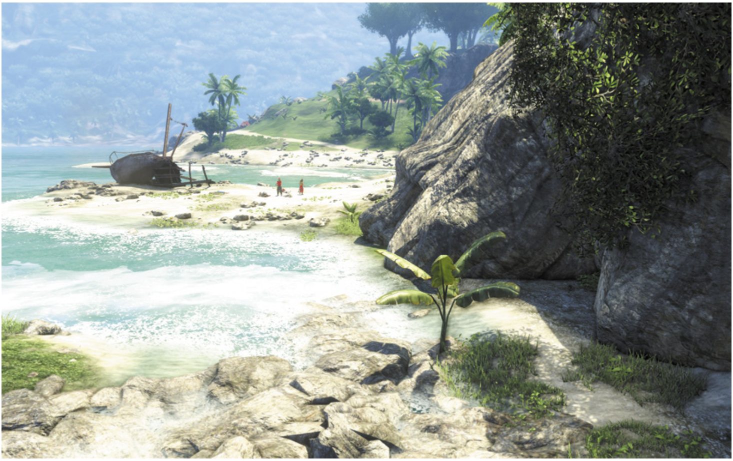
Starting at the Rust Yard outpost and heading east, there's a broken bridge over the river with a truck on it about 280 meters away. The Relic is on the riverbed below the truck, next to a red loot chest. Churchtown, where the "Ambush" story mission is set, is right nearby.

#38: Shark 8



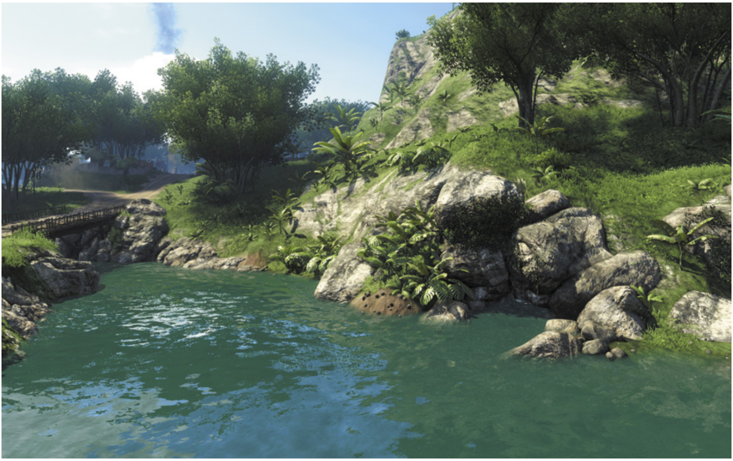
Go north from the Old Mines outpost until you hit the coastline, then move west. This Relic is in an undersea cavern near a red loot chest, located underneath the bluffs.

#39: Shark 9



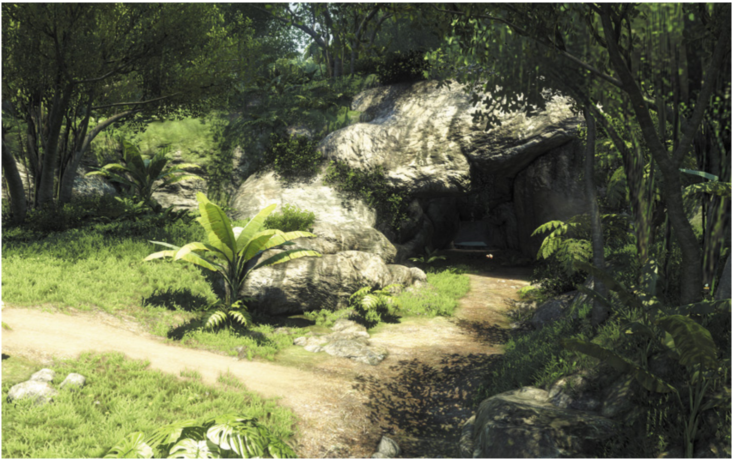
About 500 meters north of the Broken Neck Home outpost, you can find this Relic lying in a small crevice on the coastline. It's funny, as it looks like it should be inside the nearby caverns, but no, it's right out in the open.

#40: Shark 10



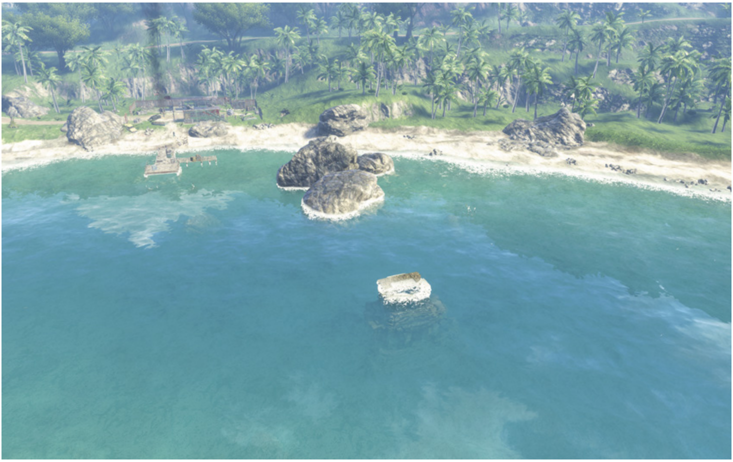
Southeast from The Neck's Diner on the North Island, there's a fork in the river with a cave right at water level. Swim inside and go underneath the wooden obstruction in the tunnel to find this Relic at its end. Realistically, you'll need a Deep Dive syringe to get to the Relic and back without drowning, even if you've got the Deep Breath skill.

#41: Shark 11



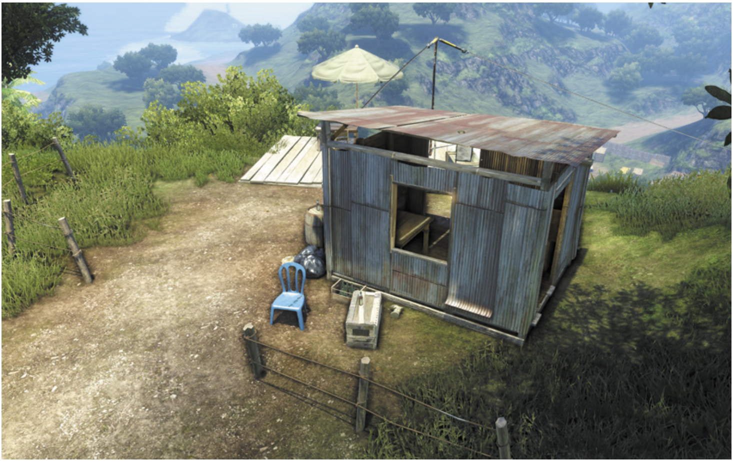
The Path of the Hunter quest to kill One Horn takes you to a clearing in the jungle that has a grate set into the ground, below which is this Relic. You can also see on your minimap that there's a long trail of blue plants located underground, and following that trail leads you right to a flooded cavern. Swim through the underwater passage to find this Relic.

#42: Shark 12



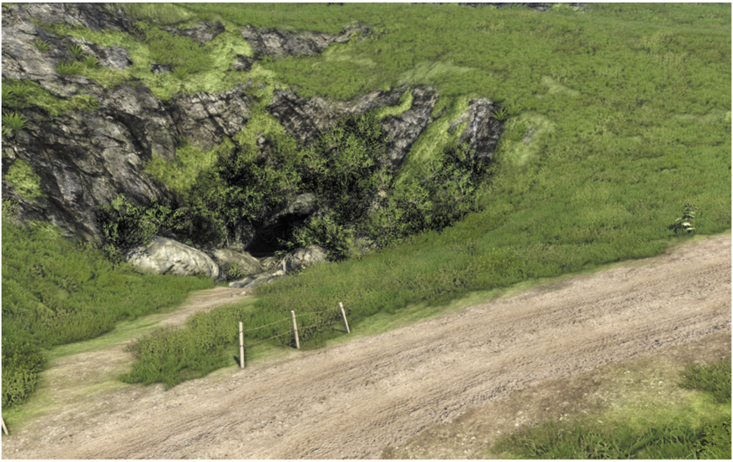
You'll want a Deep Dive syringe for this one. In the deep water just east of Kell's Boat Repairs on the North Island, there's an underwater ruin that's inhabited mostly by manta rays and loot boxes. This Relic is sitting on an altar inside it. As a serious drawback, the water surrounding the ruin is probably the single best place in the game to find multiple sharks, so you should not be surprised if you run into a few.

#43: Shark 13



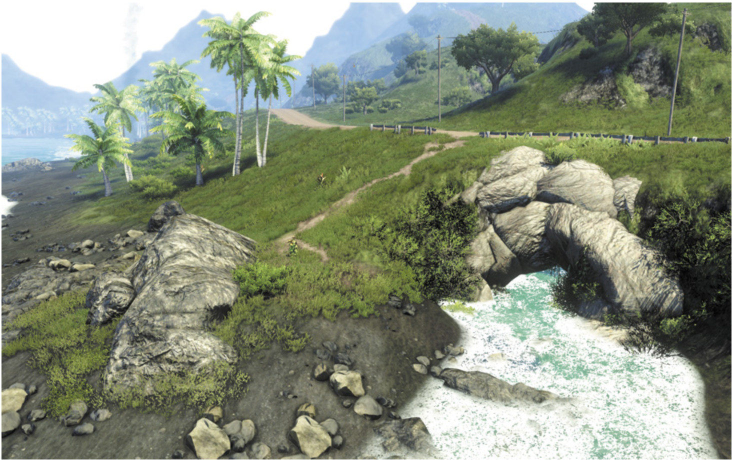
This Relic is at the top of a hill just southwest from Turtle Hill on the South Island, fallen behind a crate just outside a small cabin. You can only climb it from its northern face, via a path that's outlined on your map.

#44: Shark 14



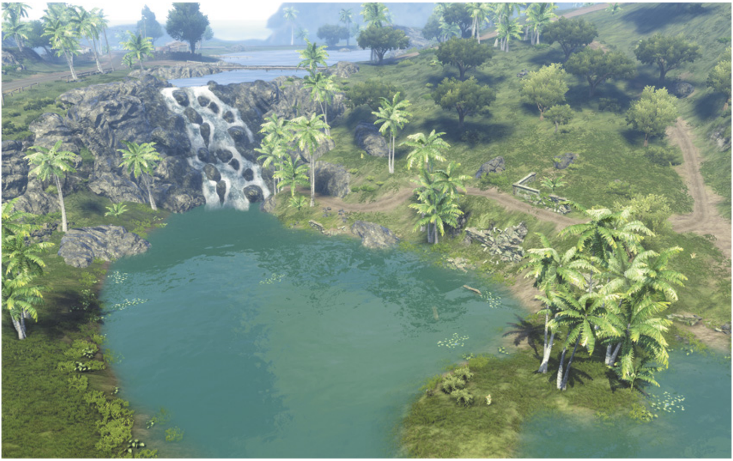
About 190 meters north of the Break Point Docks, on the north side of the road, there's a very small cavern in the side of a hill. Inside, at the end of a small underwater pond, you'll find this Relic on the floor. It's very difficult to see.

#45: Shark 15



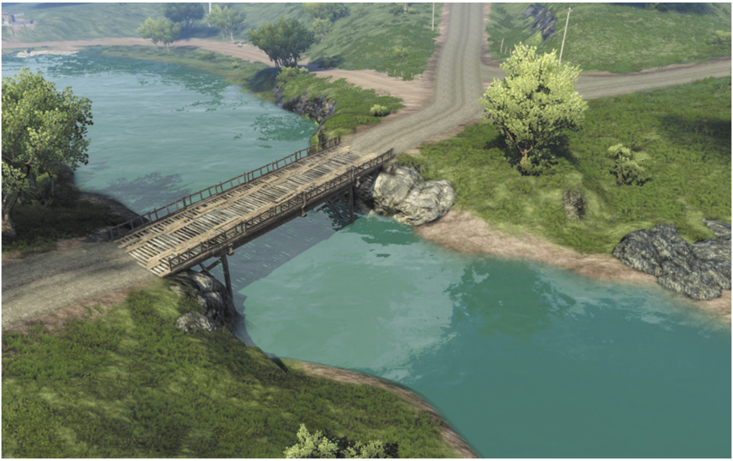
If you zoom your map all the way in on the Break Point Docks and look to its east, there's a small cavern at the water level a couple of hundred meters down the coastline. The cavern leads to a long flooded tunnel, at the end of which you can find a well-hidden stash of military equipment, a red loot box, and this Relic.

#46: Shark 16



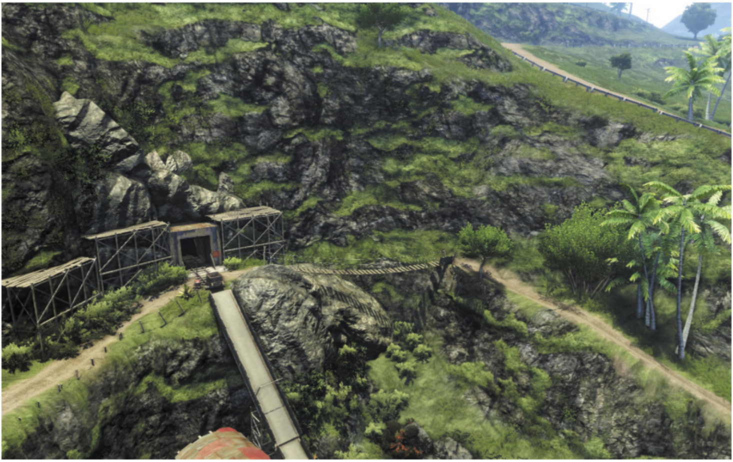
Southwest from the Spine Ridge Site, this Relic sits atop a pedestal at the bottom of the lake, near its center on the map and a short distance north of a waterfall.

#47: Shark 17



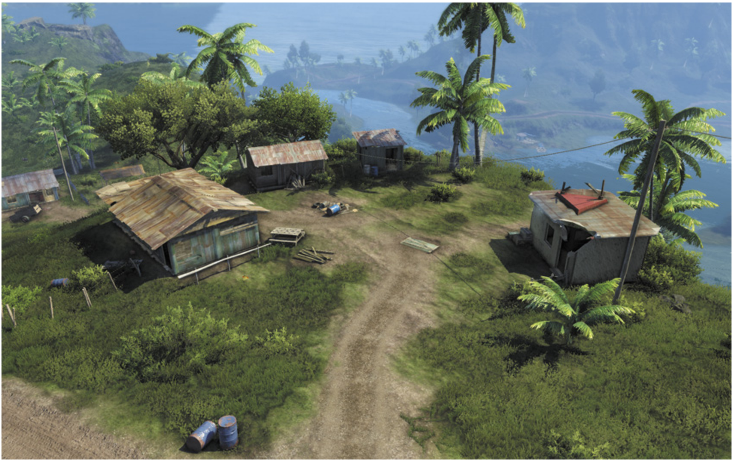
Located underneath the bridge east of the Compound on the South Island, in front of the wrecked car on the riverbed.

#48: Shark 18



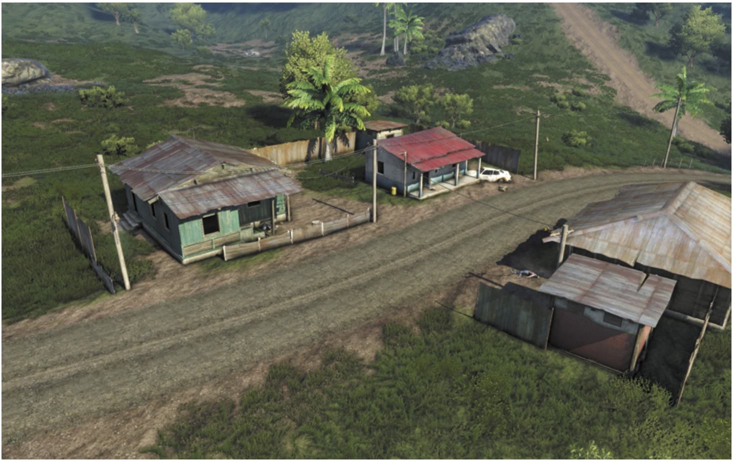
Found at the end of the mine tunnel above the North Krige Crest outpost.

#49: Shark 19



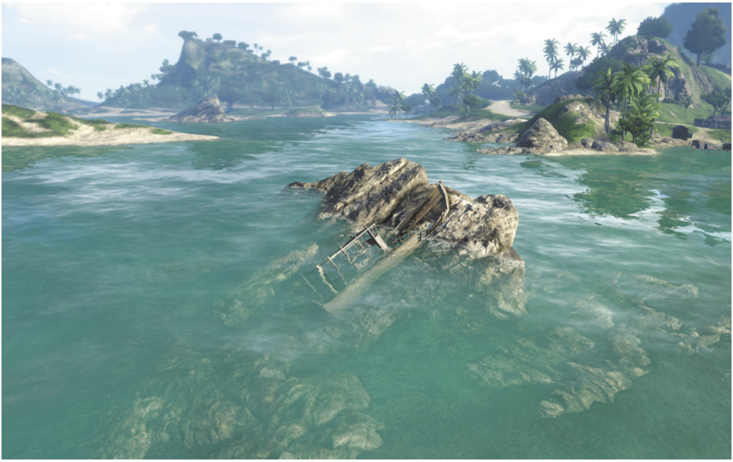
There's an abandoned village about 270 meters southeast from Maw Docks & Repairs on the South Island, by the side of one of the smaller roads. The Relic is inside a building on the northeast side, behind a wooden structure.

#50: Shark 20



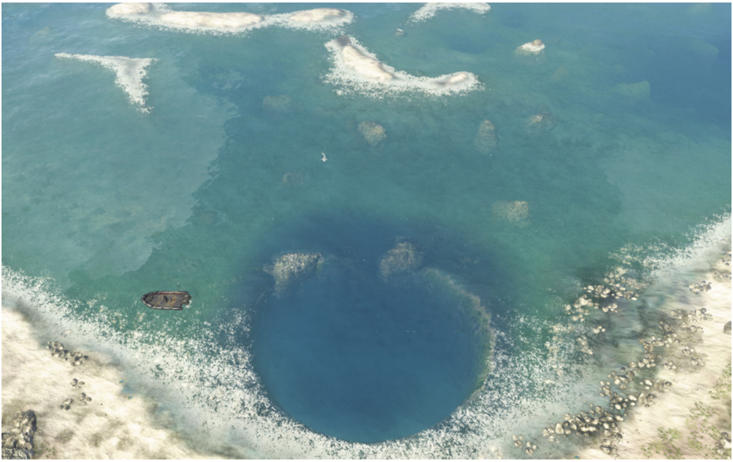
North of Longshore View, just up the road from the Junkyard Rally Racing Challenge, there's an abandoned settlement along the main road. The Relic is inside the largest building, on top of a TV set.

#51: Shark 21



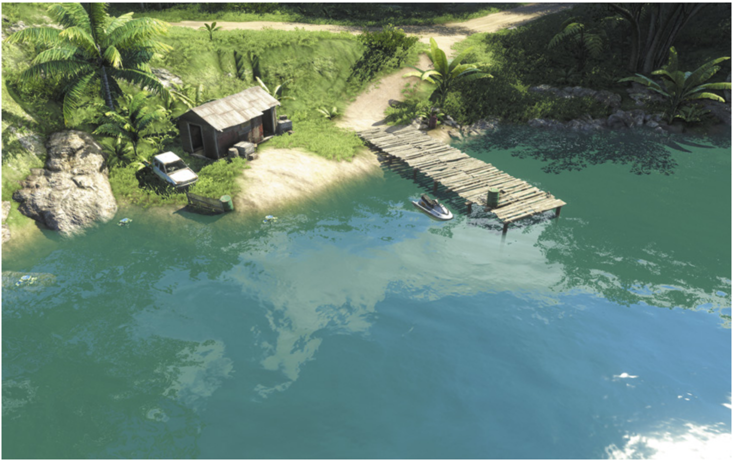
Go 400 meters southeast from the Valsa Docks, and look for a couple of big rocks a short distance out into the water. An old shipwreck ran aground on them, and you can find this Relic on the rocks' south face on the ocean floor.

#52: Shark 22



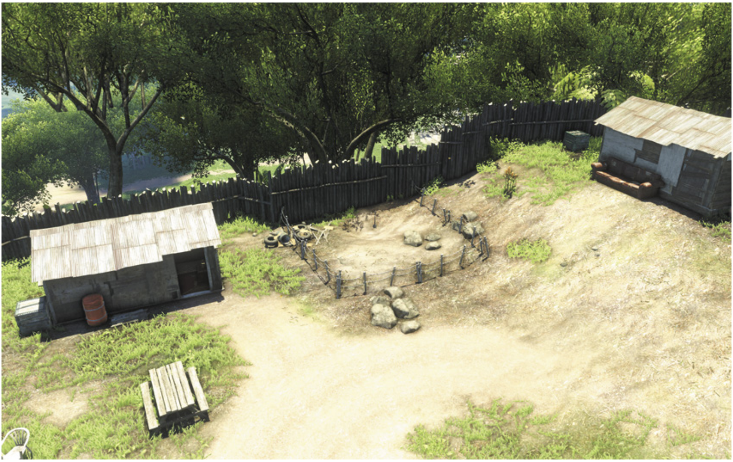
On the north end of the inlet on the southeast side of the North Island, a short distance up the coast from Kell's Boat Repairs, this Relic is on the ocean floor inside a sunken rowboat. Getting to it requires swimming straight down for a considerable distance, and realistically, you'll want a Deep Dive syringe to survive the trip.

#53: Shark 23



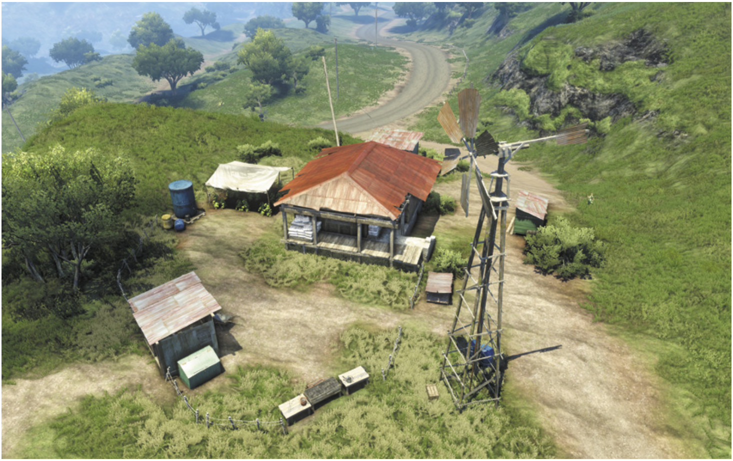
This one is so straightforward that it almost seems like a trap. Go to the lake east of Amanaki Town on the North Island. The Relic is almost directly underneath the jet ski that's parked at the dock, sitting on the lakebed.

#54: Shark 24



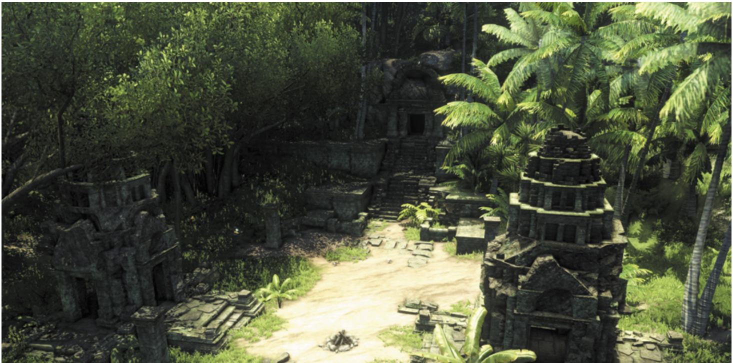
Located 260 meters south-southeast of the Mosquito Yard outpost on the North Island, this Relic is in an abandoned archeological digsite. You can drive straight to it off the main road. Look for the handmade wooden fence.

#55: Shark 25



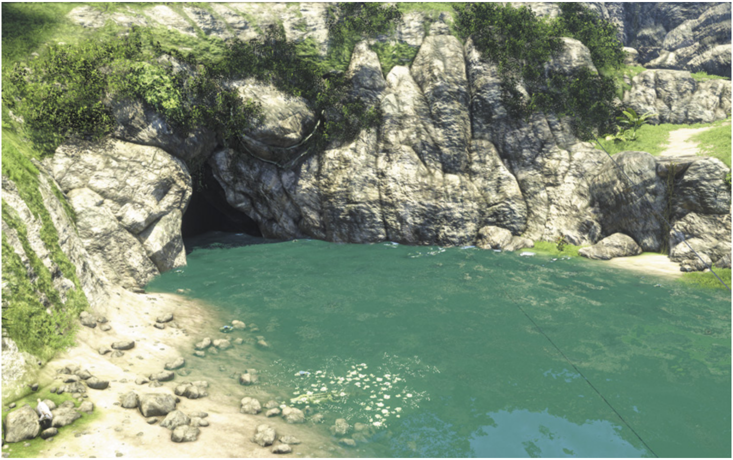
About 300 meters east of the Delta Camp fast-travel point on the South Island, you can follow a meandering side road to an abandoned ranch. This Relic is on its back porch, next to a big pallet full of what we're sure is just flour. (Relic #72 is about 150 meters southwest from here, so if you've just found that one, slide down the mountainside towards the windmill and you're practically there.)

#56: Shark 26



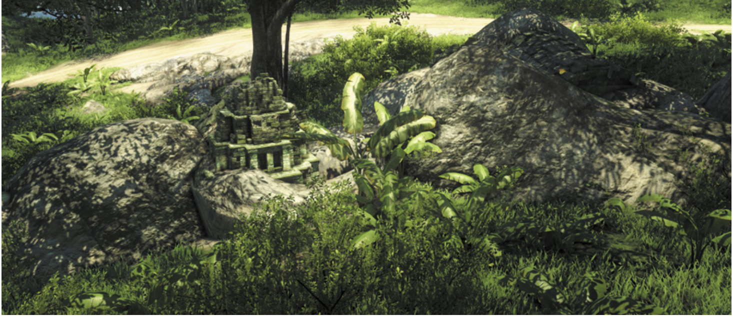
If you turn left from where you found Relic #26 (Spider 26), there's a side passage that leads to a flooded basement level. This Relic is sitting on a dais underwater in plain sight.

#57: Shark 27



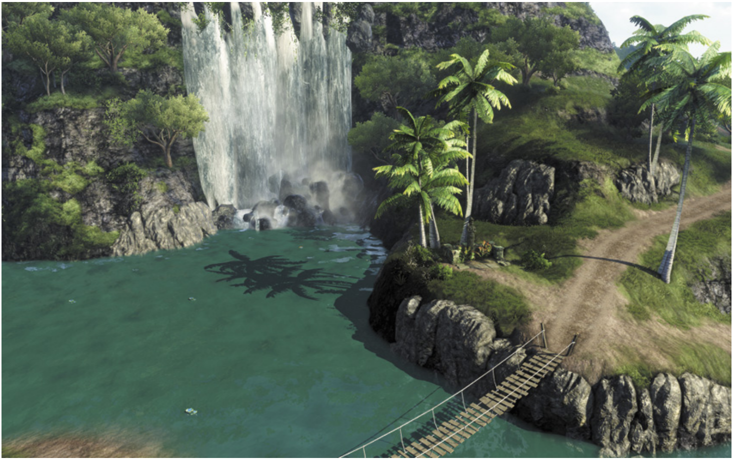
There's a lake north of Radio Tower #6 with a big, obvious cave at its southern end. Take a look inside to find a big, obvious altar to match, with this Relic in a place of pride.

#58: Shark 28



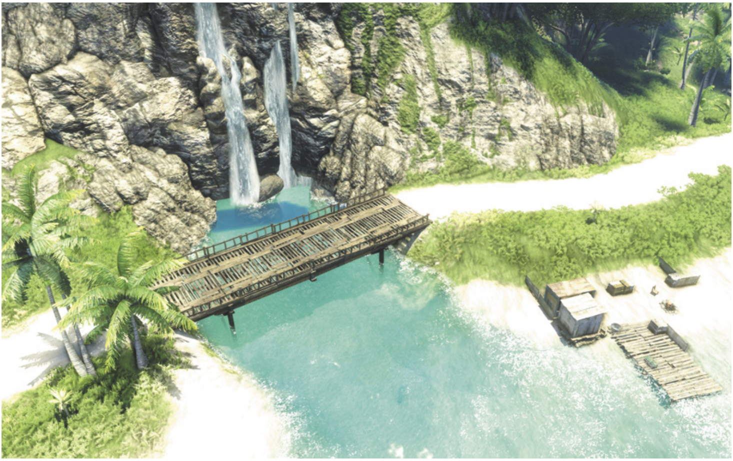
There's a long, curving road away from the Hubert Shore Power outpost that leads up into the mountains. At the first turn, there's a hole in the ground that drops directly into an underground river. You'll need a dose of Deep Dive to survive the swim without drowning, but you can pick up this Relic on your way out. The exit drops you off in a pond just downhill from the entrance.

#59: Shark 29



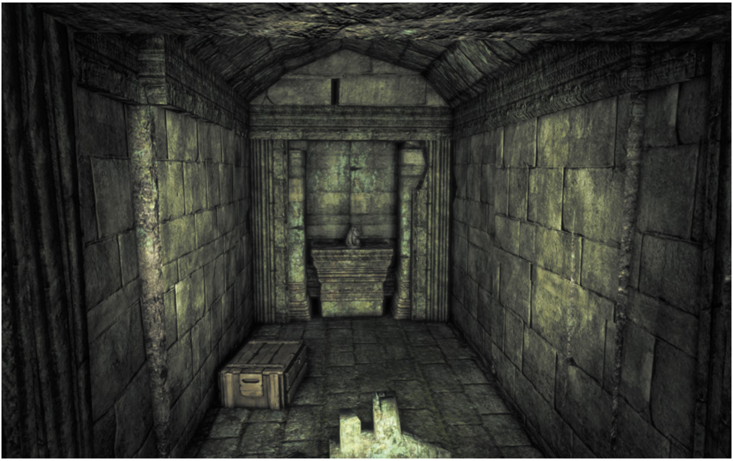
This one is on the west end of the large ravine on the eastern half of the South Island, at the base of the waterfall, almost exactly in the center of the map. It's 320 meters east from the Kamikaze Pass Racing Challenge.

#60: Shark 30



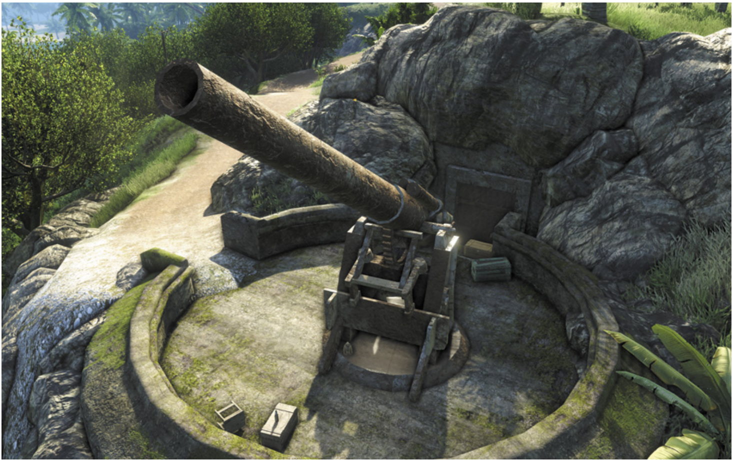
On the northeast coast of the North Island, there's a big wooden bridge across the river, just west from the island south of Vaas's stronghold where Relic #99 is found. Drop into the water under it and swim underneath the waterfall to find a well-hidden tunnel, highlighted by the line of Blue Leaves on your minimap. This Relic is at its end.

#61: Boar 1



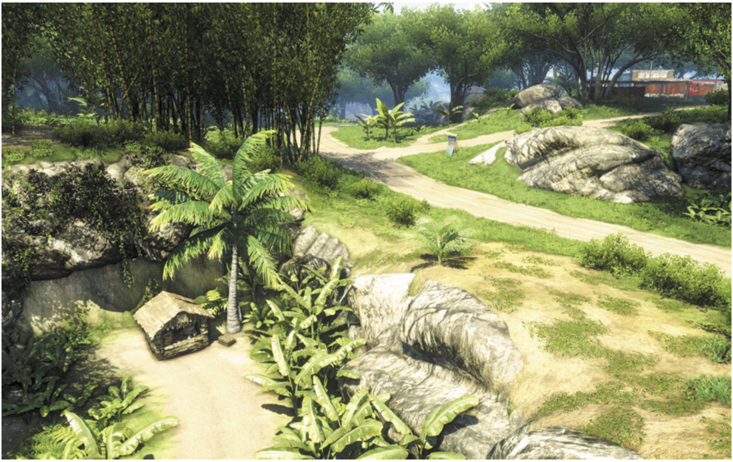
Go 280 meters east of the Valsa Docks outpost on the North Island, and look for a large natural stone arch. The "Tagging the Past" side mission begins inside a shack directly atop it. If you go underneath the arch, there's an old overgrown temple entrance built into the side of the hill. Use your machete to cut away the vines, then descend the stairs and climb up into the hole in the wall. You'll have to do some shoving to clear away some crumbling bricks, but this Relic is behind them.

#62: Boar 2



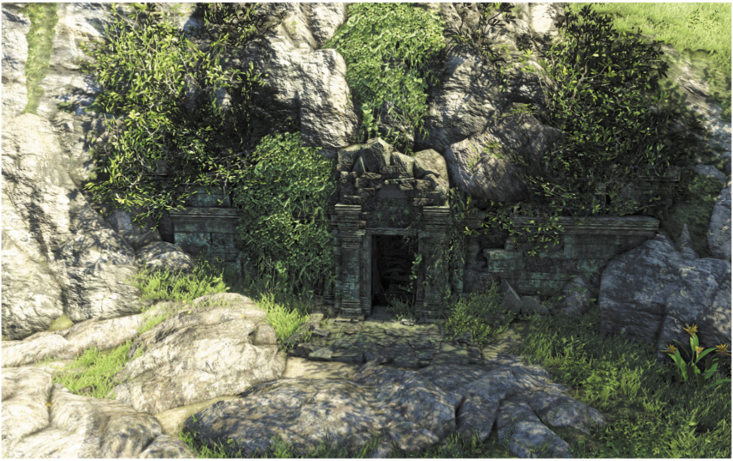
Near Radio Tower #2, west of Heron’s Perch, there’s an old Japanese anti-aircraft gun rusting away on the side of a cliff. If you climb the trail up to the platform the cannon’s mounted on, this Relic is sitting at the cannon’s base.

#63: Boar 3



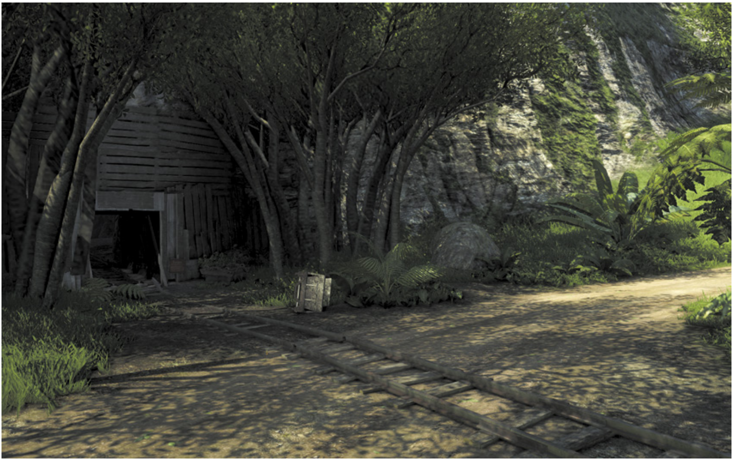
At the end of a small side road just east of the Amanaki Outpost, this Relic sits peacefully on an altar.

#64: Boar 4



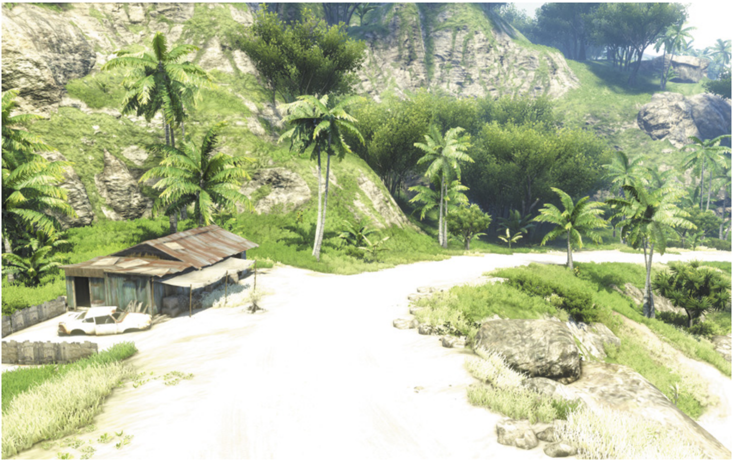
One of the long meandering roads west of Calvary Point goes past an easy-to-miss underground ruin. Hack the vines away from its entrance to find this Relic inside.

#65: Boar 5



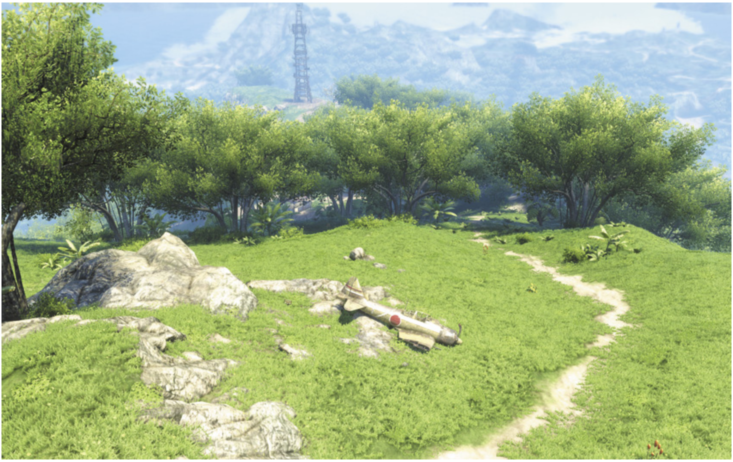
There's an old mining station about 260 meters north-northeast from the Rust Yard outpost on the North Island, which you have to reach at one point during the "Saving Oliver" story mission. While there, you may have noticed the old mining tunnel east of the station, which is blocked off with a weak wall. Blow it open with C4 to find a gangplank. If you follow it around to its end, you can climb a ladder to a high platform where this Relic is waiting for you.

#66: Boar 6



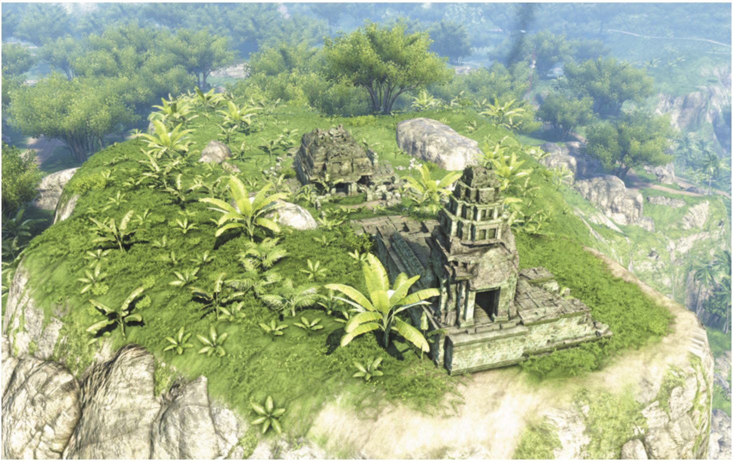
About 135 meters northeast from the Cliffside Overlook, inside a house by the side of the road. You can see the house from the bluffs behind the Overlook, but you'll need to drive around unless you've got the wingsuit.

#67: Boar 7



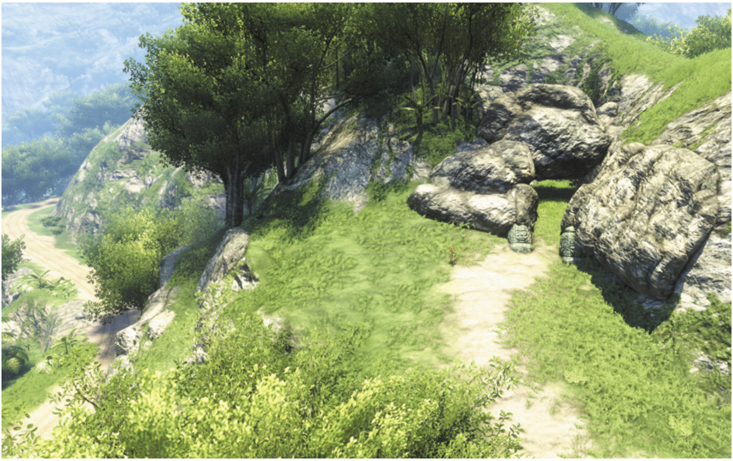
If you follow the old nature trails north from the Hubris Farm outpost on the North Island, one of them leads to a crashed WWII fighter plane on top of a cliff. This is about 240 meters east from Radio Tower #5, and is one of the points of interest shown to you when you destroy that tower's scrambler.

#68: Boar 8



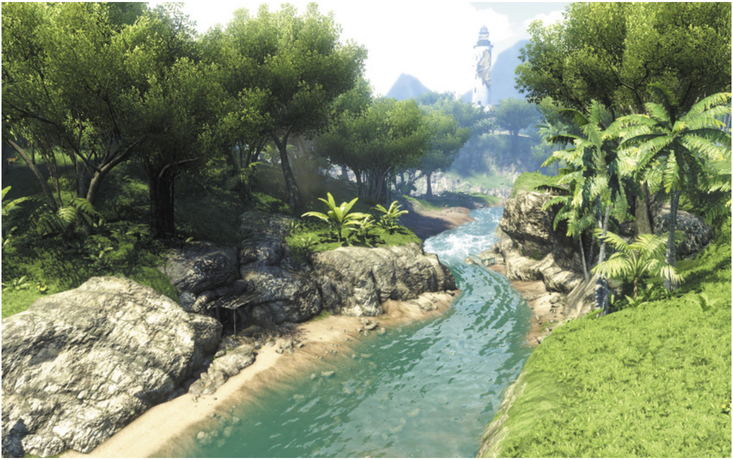
Go east of the AM 12 outpost, driving along the main road, and keep an eye out for a side trail that leads north and curves around a high bluff. The trail leads into a cavern, inside which you'll find an old ruin with a weakened wall. Blow it down with C4 to reach an old catacomb that leads up to the top of the bluff, where this Relic has a place of pride atop an old pedestal.

#69: Boar 9



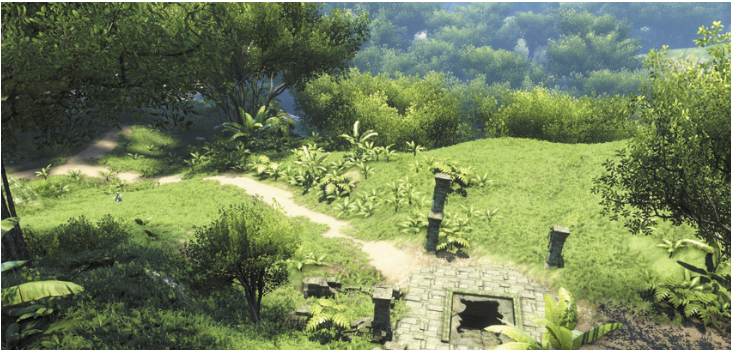
About 490 meters east from the Hubert Shore Power outpost, there's a very well-hidden old ruin built into the west side of a mountain. An old rockfall has almost blocked the passageway, and the only way you can tell there's anything there at all is because, if you zoom your map in all the way, there's a tiny white dot to indicate its presence. Once you know it's there, you can crawl under the rockfall, blow open the weak wall at the end of the path, and find this Relic inside a cache of old artifacts in what's left of a Rakyat temple, but knowing it's there at all is the hard part.

#70: Boar 10



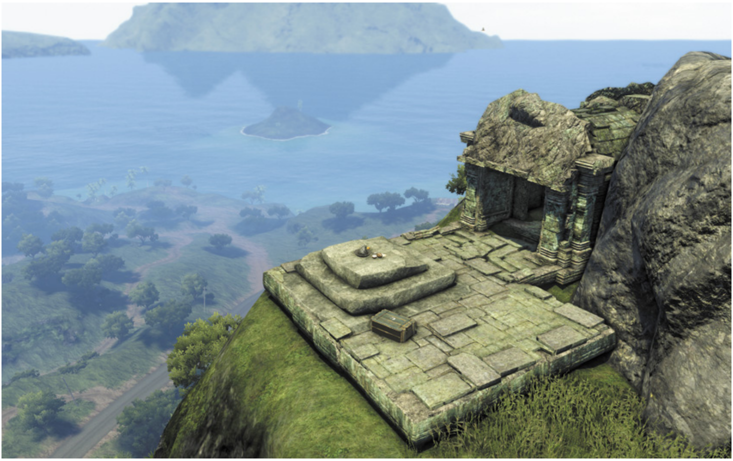
About 100 meters south from where you found Relic #9, there's an old boarded-up cavern along the side of the river. Smash it open with your machete to find two metal loot chests and this Relic.

#71: Boar 11



About 100 meters southwest of Camp Murder on the North Island, there's an old ruin with a conspicuously weak floor. Blow it open with some C4 to reveal an old staircase, which leads straight down to this Relic.

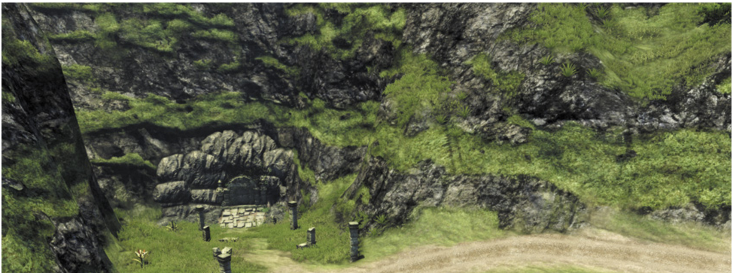
#72: Boar 12



Climb the bluffs to the east of the Satellite Communication Hub on the South Island. At the topmost peak, if you look on the bluff's eastern side near a parked glider, you'll see a chunk of old temple ruins with this Relic on it, positioned so it's invisible from below.

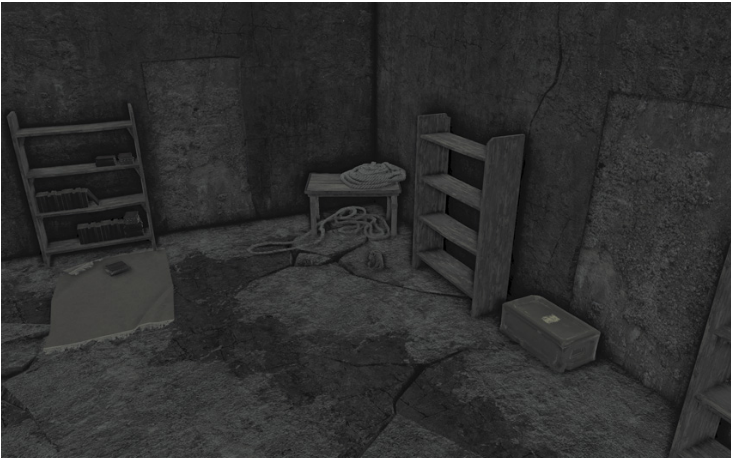
It's also possible to find your way here via a side trail off the main road, near the small lake. This route requires a C4 charge to knock down an old wall.

#73: Boar 13



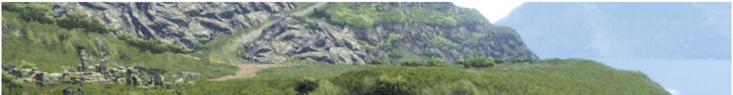
About 130 meters southwest from the Trial of the Rakyat stone for Overheat, look for a big ruin that you can blow open.

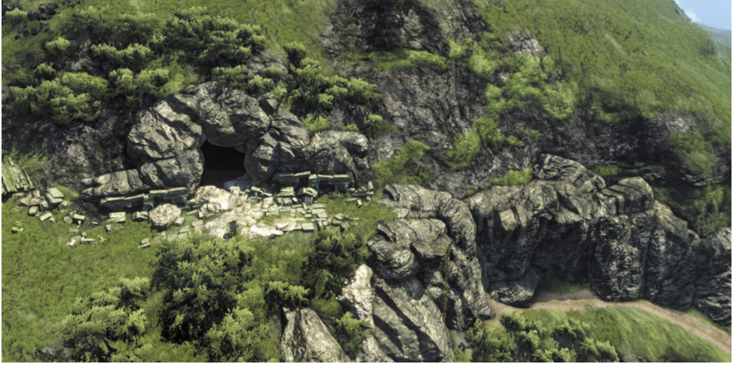
#74: Boar 14



If you go to the Lazy Shore Marina and head 280 meters northwest via the side road, there's a small abandoned shantytown. Look behind the buildings for a hole in the ground that's been covered up with a couple of old signs. Use explosives to destroy the signs and reveal a hidden basement, inside which you'll find two green loot boxes and this Relic.

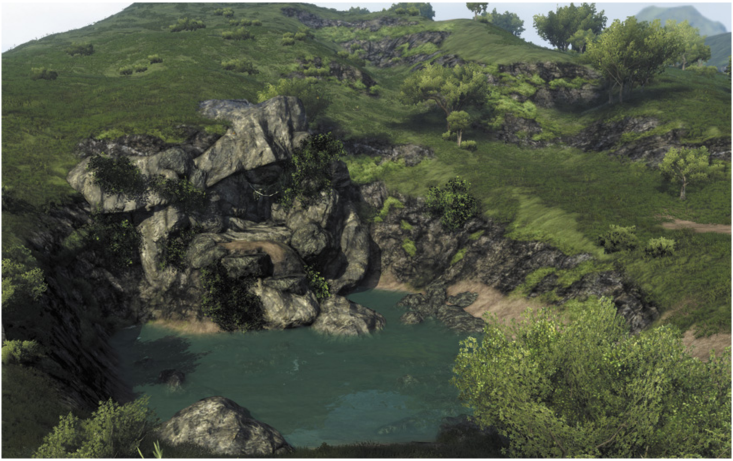
#75: Boar 15





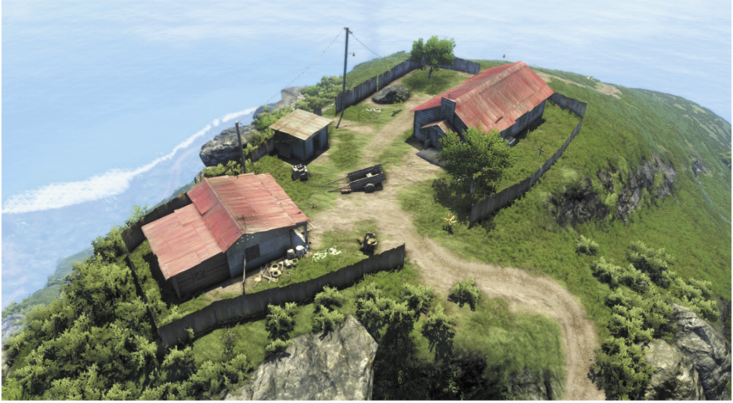
The easiest way to reach the general area where this Relic is kept is to grab a vehicle and drive in on the high mountain roads. When you get there, you can see this Relic on the other side of a blocked hole in the ground, in some picturesque ruins. To get inside, look on the east side of the hill to find a well-hidden cavern entrance. You'll need to blow the door open with C4.

#76: Boar 16



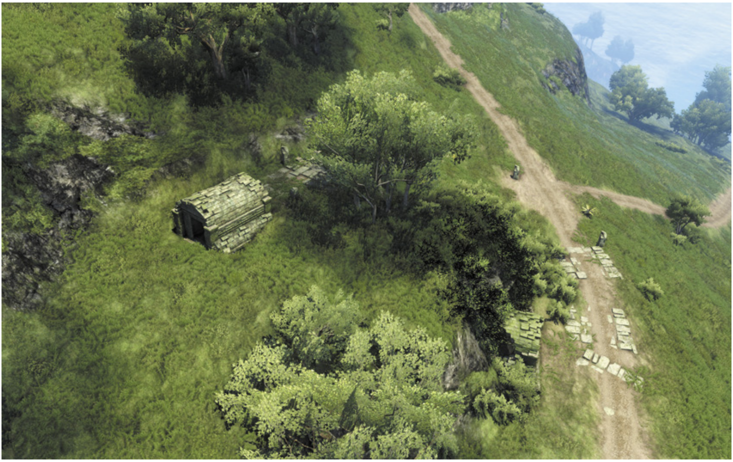
North of the Trial of the Rakyat stone for Decimation Barrag, near a crescent-shaped lake, you can find a large cavern with a weakened wall just inside it. Blow it open to find a cave-in that's destroyed one of the old temples. Thankfully, the Relic is safe.

#77: Boar 17



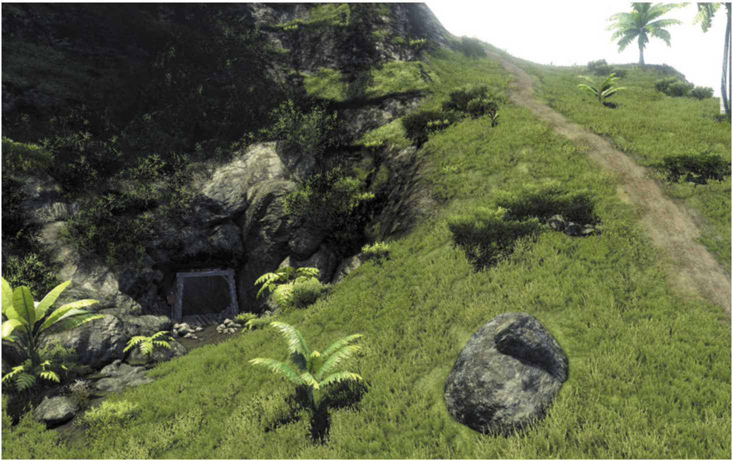
About 600 meters south of the East Ridge Camp, there's an isolated and abandoned settlement built on what might be the highest point on the South Island map. The only real way to reach it is to follow the paths around from the southern approach, past the nearby Radio Tower. It's a long walk, but a relatively peaceful one.

#78: Boar 18



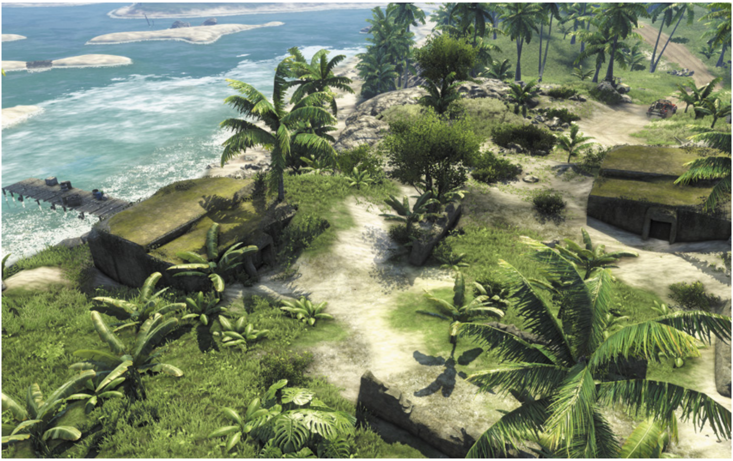
Maybe 400 meters southwest from Romeo Camp, look for some ruins on the south side of an otherwise unremarkable dirt road. You can use some vines to climb down into an underground tunnel, then bomb a wall open to reveal a hidden treasure chamber. This Relic is inside, along with a red loot box.

#79: Boar 19



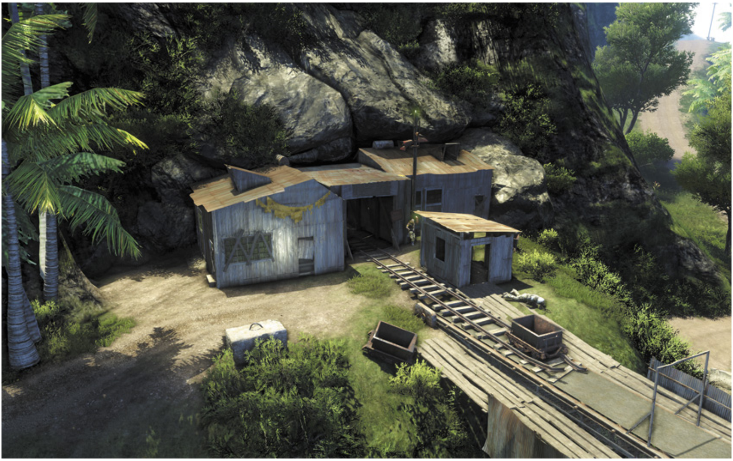
The Dry Palm Storage Depot on the South Island has a Path of the Hunter quest that leads you to an old mine tunnel southeast from the outpost. Once the bears have been dealt with, look toward the back of their tunnel to find this Relic and a metal loot box. (The Relic appears here whether or not you're on the Path of the Hunter quest, but this is a useful guide as to where to go.)

#80: Boar 20



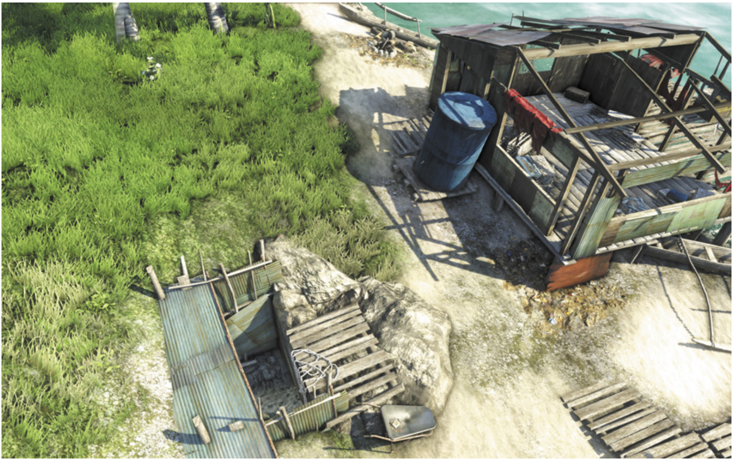
Located inside an old bunker at the very end of the peninsula southwest from Nat's Repairs. You'll be able to see this Relic from outside through its observation slit, but to get to it, you need to use a grenade or C4 to blast through the wall or door of the room it's in. Letter of the Lost #14 is in the same general area.

#81: Boar 21



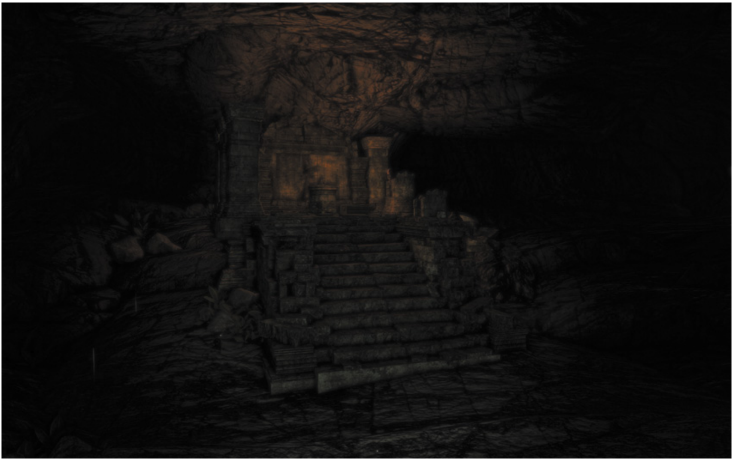
In the hills overlooking the Dry Palm Storage Depot on the South Island, there's an old mining tunnel. The entrance is sort of hidden among a bunch of smaller buildings, but inside, you can follow an old wooden walkway around to its end. Once there, take a flying jump and mantle onto the ledge across the way to find two loot boxes and this Relic. Don't be surprised if it takes a couple of tries, as this is one of the more difficult jumps in the game.

#82: Boar 22



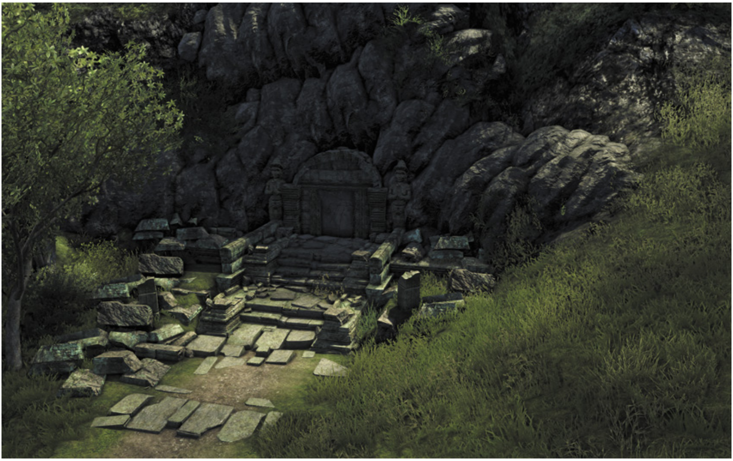
On the north side of the same island as Orphan Point, in the old fishing village, look for the wrecked fisherman's hut. It has been knocked off of its foundation. Drop down into what used to be its basement and turn around to find this Relic jammed into its corner.

#83: Boar 23



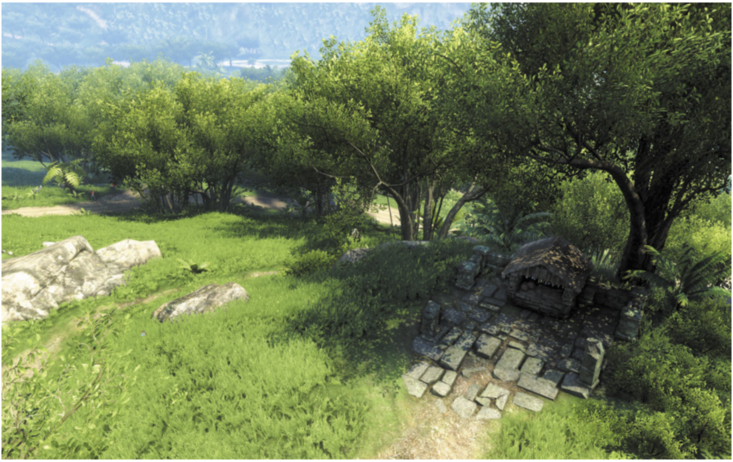
Dive into the cenote north of Amanaki Village, then climb the vines on the west wall to find a hidden tunnel. If you don't get this earlier, you'll visit this area during the "Lin Cong I Presume?" story mission.

#84: Boar 24



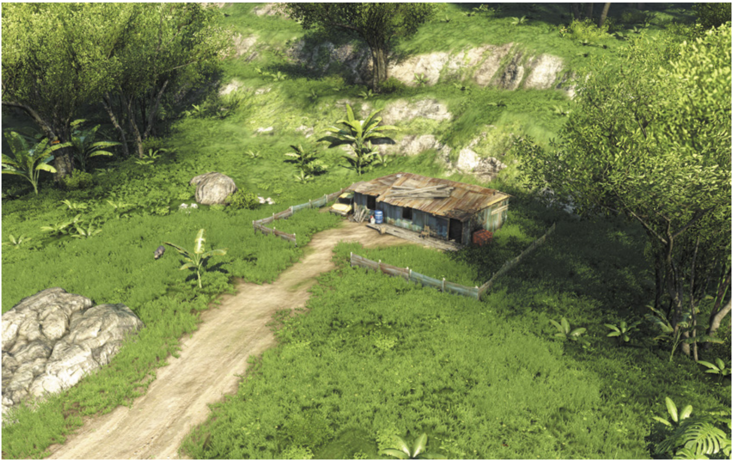
About 80 meters northwest of the Break Point Docks on the South Island, there's a tomb built into the side of a hill that you can blow open with some C4. The Relic is inside. You probably want to wait to do this until you've captured that outpost, as the C4 will alert everyone within the area code to your presence.

#85: Boar 25



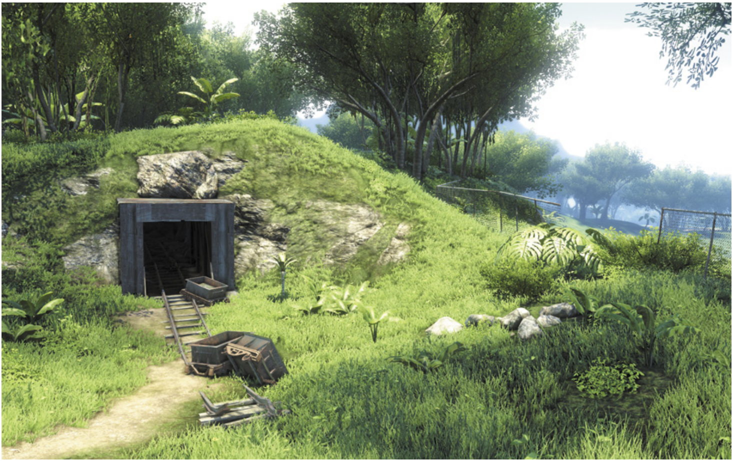
North of Radio Tower #9, on top of an unremarkable hill, there's an altar with this Relic on it. About the only clue you get to its presence is the panoramic countryside shot you receive when you disable Radio Tower #9's scrambler.

#86: Boar 26



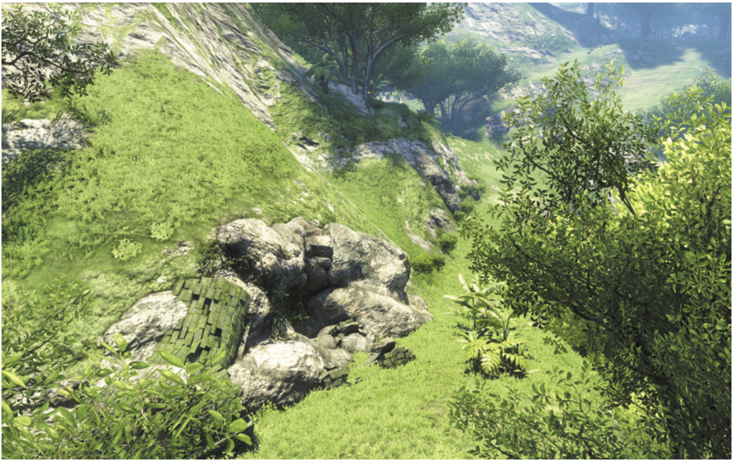
About 160 meters north of Radio Tower #8, there's an abandoned shack by the side of the road. Go inside and look behind the two stacked crates near the bed.

#87: Boar 27



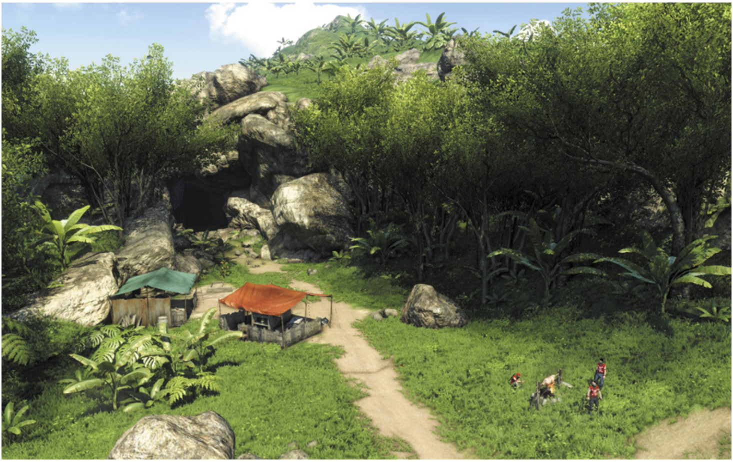
Found 330 meters east from the Old Mines outpost on the North Island. Look for the north-facing mine tunnel near the old storage shed. You'll need to take the northern road around from the outpost, as the mountains between the two points are nearly impassable.

#88: Boar 28



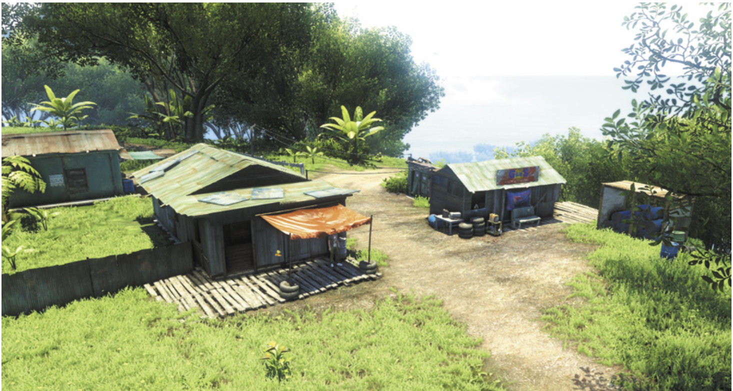
Northeast of Radio Tower #11, a cavern in the side of the mountain leads to what's left of an ancient temple. This Relic is inside a collapsed vestibule towards the back.

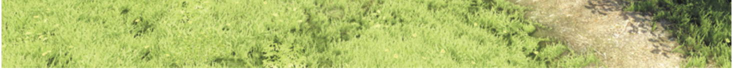
#89: Boar 29



If you zoom in on your map while standing at The Neck's Diner on the North Island, there's a small trail leading south from the outpost that dead ends at a shantytown. That, in turn, abuts a cavern, which contains this Relic. You can also come up on the same cavern from the south, going in through an old mine entrance, but that requires a couple of dangerous jumps to get to the same place.

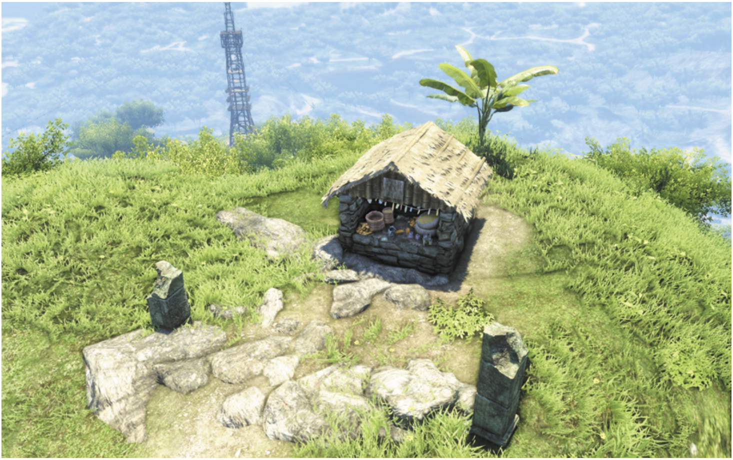
#90: Boar 30





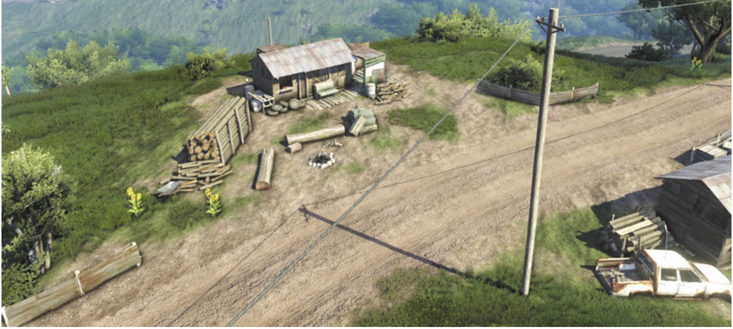
Found on a workbench in a tool shed in an abandoned gas station 280 meters east of Camp Murder. If you go for this Relic after you've liberated Camp Murder, the Pacific Coast Loop Racing Challenge is available on the other side of the same station.

#91: Heron 1



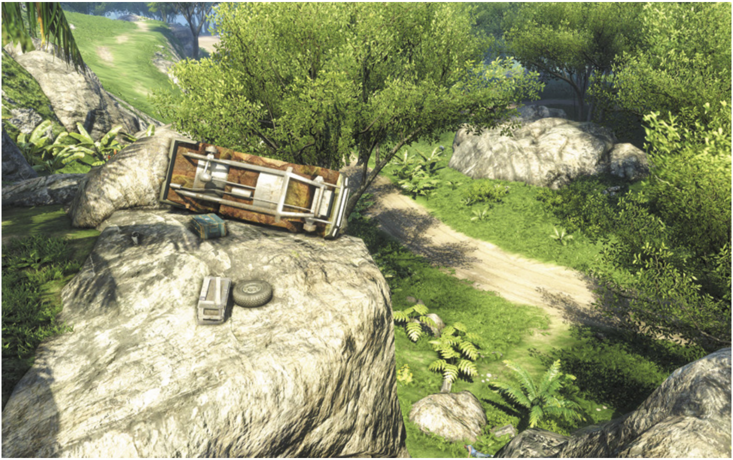
The paths along the mountains north of the Northview Gas outpost are hazardous at best, and hiking up from their south side requires an epic journey that covers about a kilometer and involves a long dark tunnel and navigating through the site of an avalanche. If you start at Radio Tower #3, however, it is much easier. Either way, the end of the road puts you at an isolated altar that's about 300 meters north from Northview Gas.

#92: Heron 2



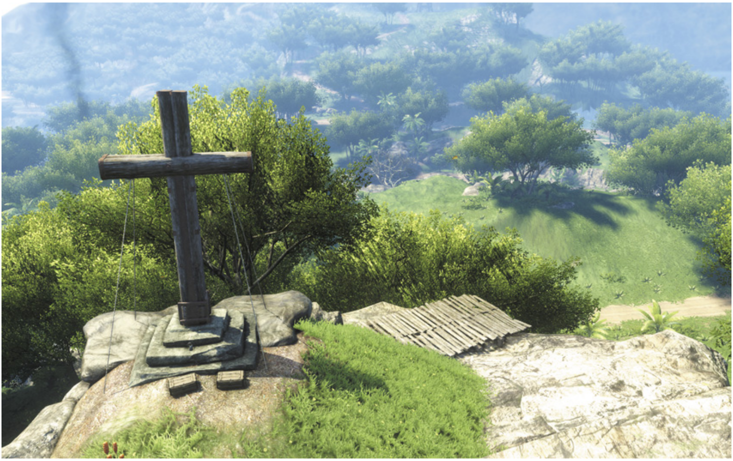
This Relic can be found inside an abandoned chicken coop about 330 meters west of the Break Point Docks on the North Island.

#93: Heron 3



On the side of a hill near Radio Tower #9, there's a half-overturned transport truck by the side of the road. This Relic is sitting behind it.

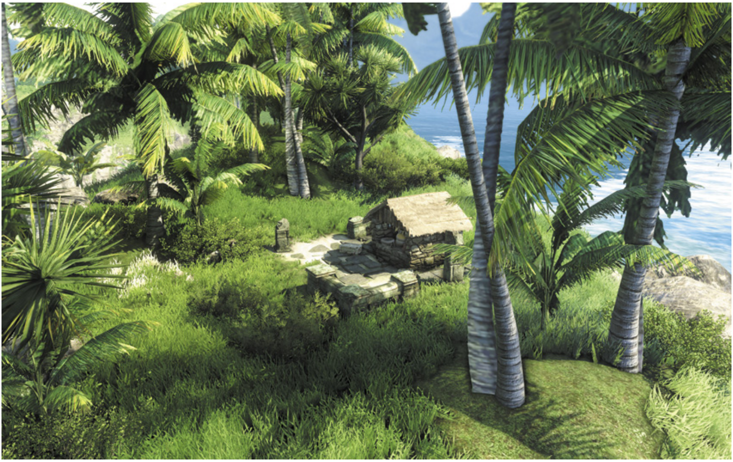
#94: Heron 4



This Relic is tough to get. It's at the base of the cross on top of Calvary Point, a big monument north of Citra's temple on the North Island, but the only way to get to the top of the peak is to fly there. The closest available glider is about 400 meters away near a Radio Tower, and while flying there isn't a problem, landing on top of the mesa without falling to your death can be quite the challenge.

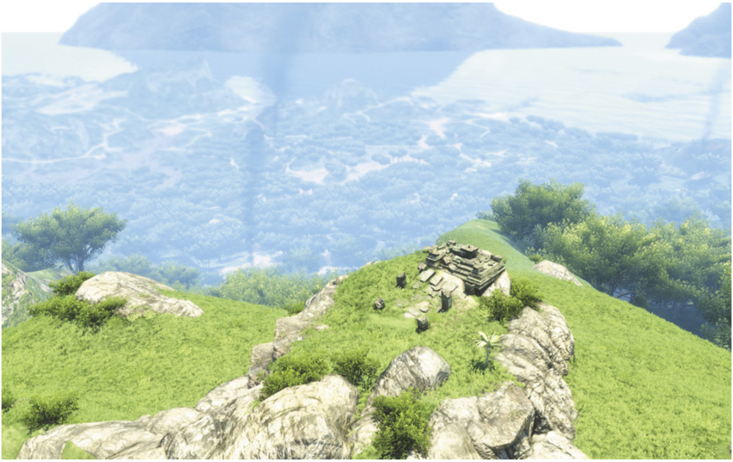
It's a good idea to wait on this one until you have the Soft Landing skill. Alternatively, if you wait until late in the game when you have the wingsuit, you can simply parachute onto Calvary Point. That represents its own challenge, but at least you're guaranteed to survive the fall.

#95: Heron 5



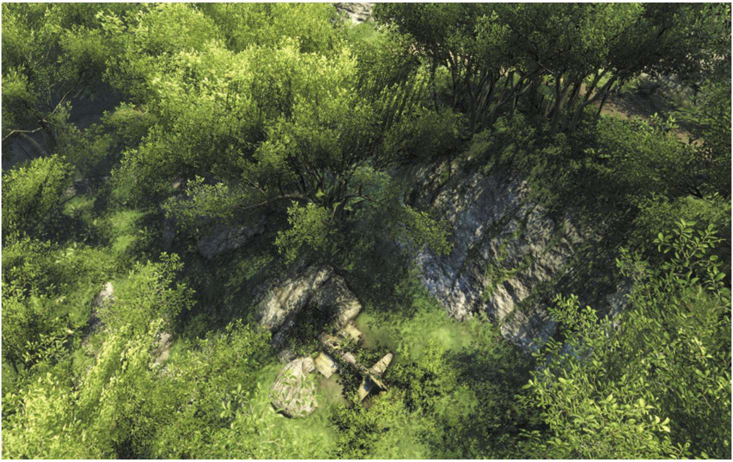
There's a small island northeast from the AM 12 outpost that's so close to the mainland it's nearly a peninsula. Climb the cliffs on its south side to find this Relic sitting on an altar.

#96: Heron 6



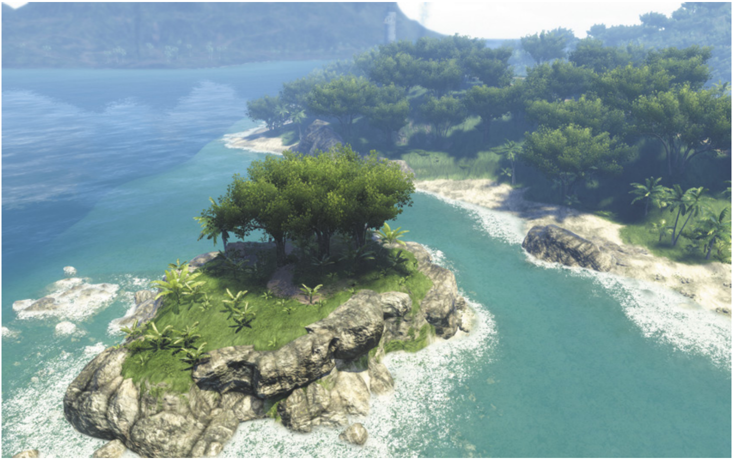
This can be found atop a mountain about 300 meters southeast from the Cradle Gas outpost on the North Island. The easiest way to get to it, however, is to fast-travel to the Hubris Farm and use the paths to its north to get up to the Relic's general altitude, then work your way east.

#97: Heron 7



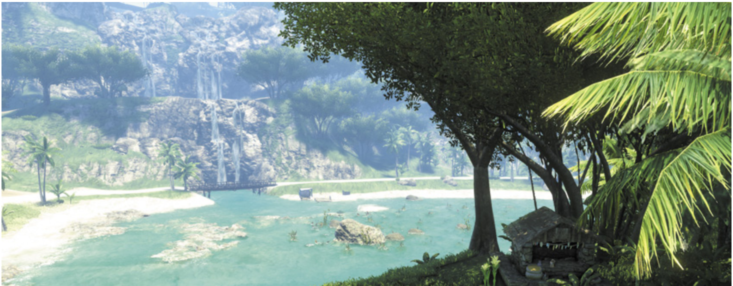
From the Hubris Farm, take the northern path from the outpost and follow it east at the first major turn, right up until it fades away on your map. There's a very small lake about 340 meters away from the outpost with what looks like a bunch of foliage nearby, but which is actually the overgrown wreckage of an old Zero fighter jet. The Relic is on the north side of the wreckage. If you've found the eighth Letter of the Lost, this is about 120 meters straight north from it.

#98: Heron 8



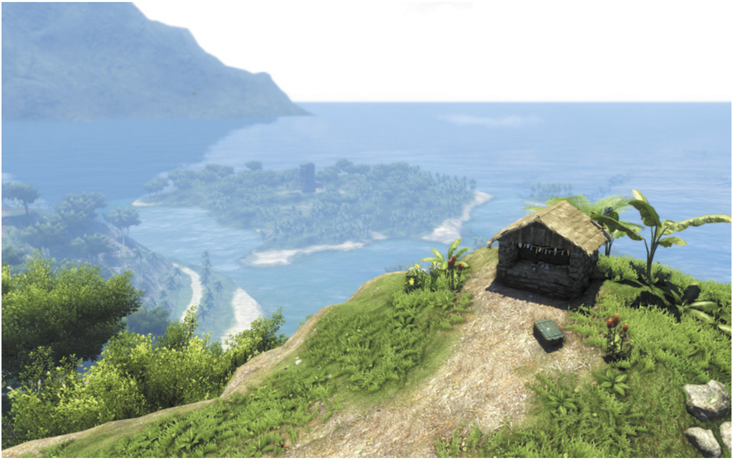
There's an altar with a Relic on it on the island east of the Broken Neck Home outpost. Getting to it is the trick, but you can scale the island's southern cliff if you're persistent enough. It might take a few tries, however.

#99: Heron 9



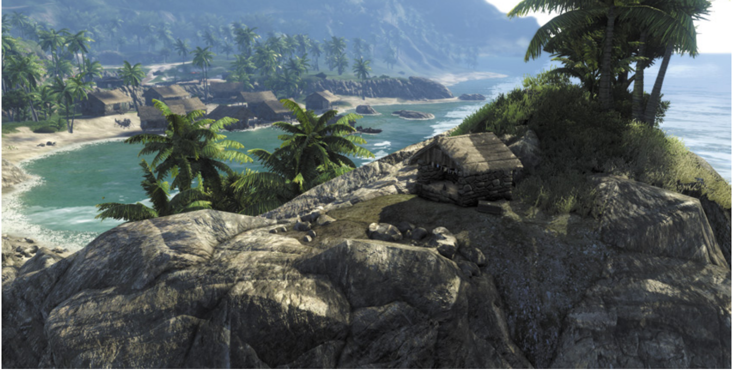
If you look across the water at the island south of Vaas's stronghold on the North Island, you can see the altar with this Relic on it. Grab a jet ski and head out there, although you do have to dock about as far away from the Relic as possible. The island is home to a herd of wild boar and often at least one tiger.

#100: Heron 10



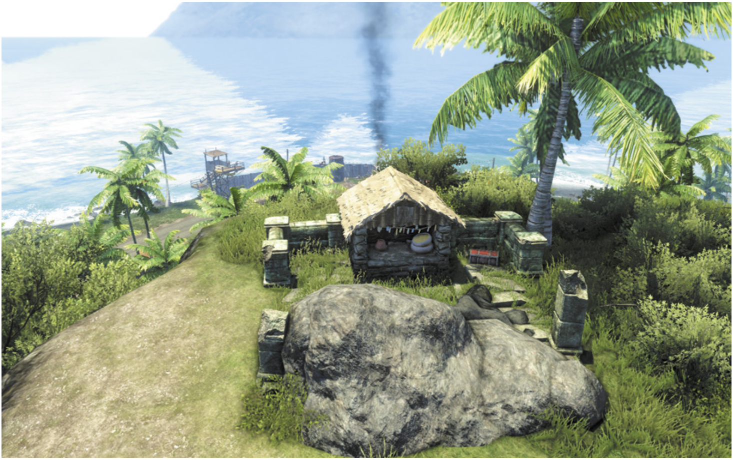
North of the Tequila Sunrise outpost on the North Island, you can find this Relic on an altar underneath a zipline. It's right by the side of the road.

#101: Heron 11



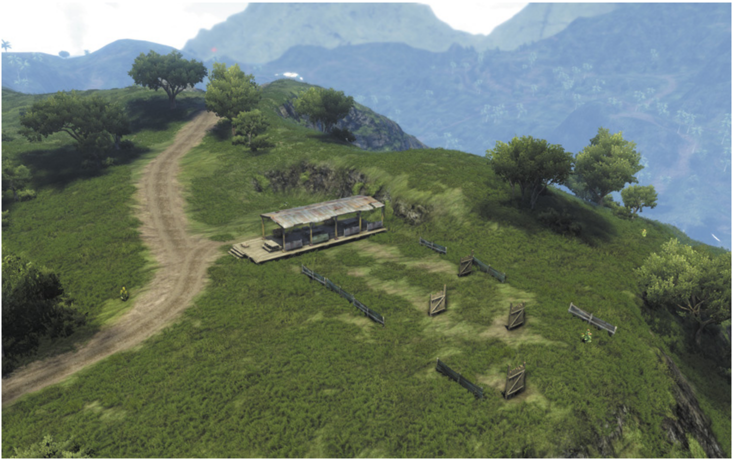
There's a very small peninsula on the east coast of the North Island, just north of Nat's Repairs. It takes a little finesse to climb the rocks here, usually done by taking a running jump up the side of the slope that's right behind the two palm trees. Once you manage that, you can grab this Relic off an altar.

#102: Heron 12



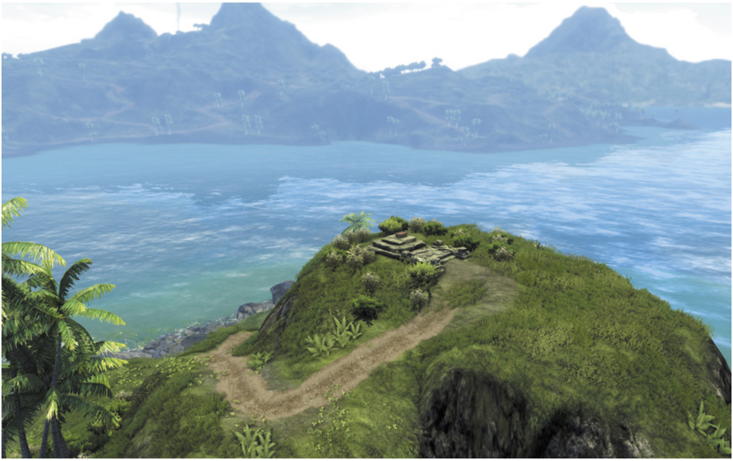
To get this Relic, sprint up the southwestern face of the mesa just outside Harmanse Gas & Repair.

#103: Heron 13



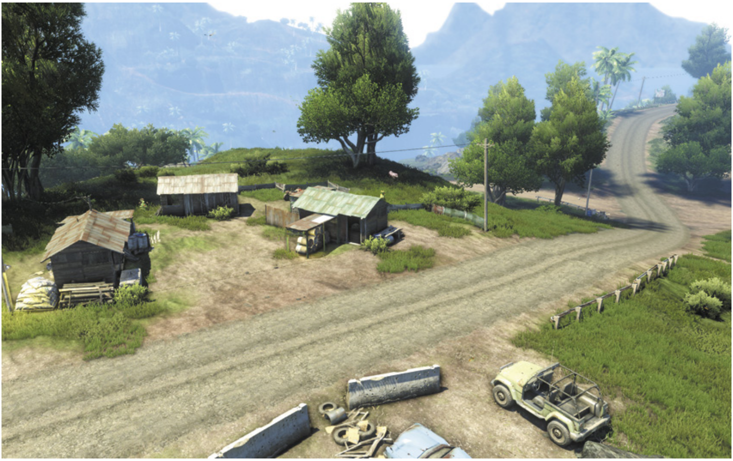
East of the East Ridge Camp on the South Island, there's an improvised shooting range set up by the side of the road. It's really easy to spot at night due to having a couple of really bright lights set up. The Relic is sitting out on top of a picnic table, between two large ammo crates.

#104: Heron 14



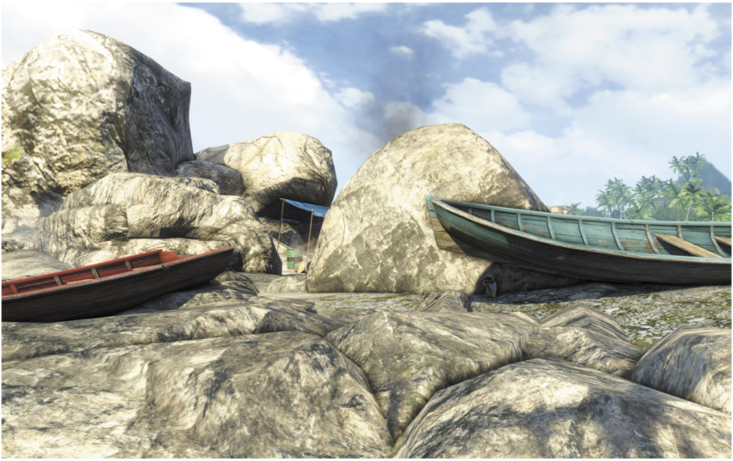
Take a boat out to the island off the South Island's southeast shore, south of Turtle Hill, and climb to the top of the hill.

#105: Heron 15



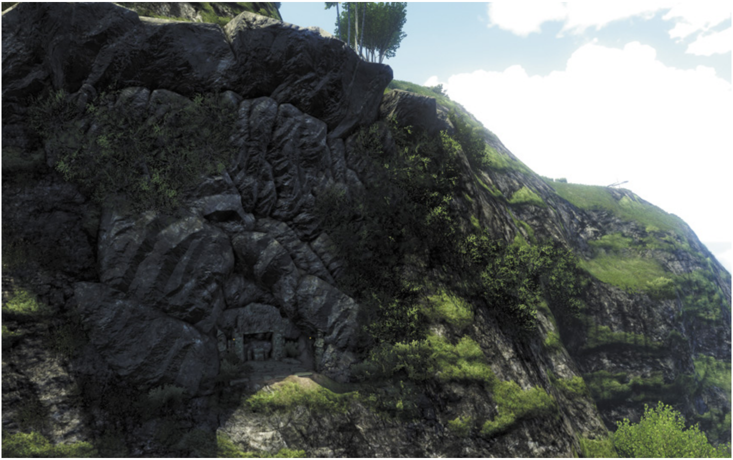
Go to the general store found east of the Stubborn Kid Farm outpost on the South Island. Take the road north for about 270 meters and watch the right. You'll find a small abandoned ranch, and this Relic is inside its toolshed, along with a medkit and a green loot box.

#106: Heron 16



About 150 meters southeast of Radio Tower #2, there are a couple of beached canoes and a blue lean-to on a small inlet by the side of the road. The Relic is near the canoes. If you don't find it beforehand, there's a Wanted: Dead mission out of the Valsa Docks that leads you straight here.

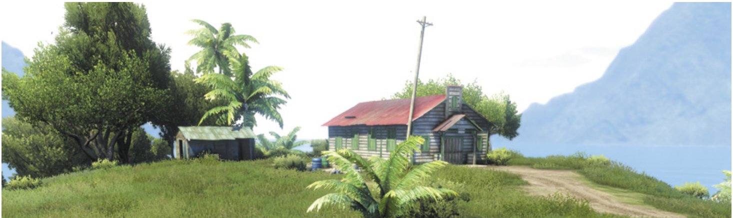
#107: Heron 17

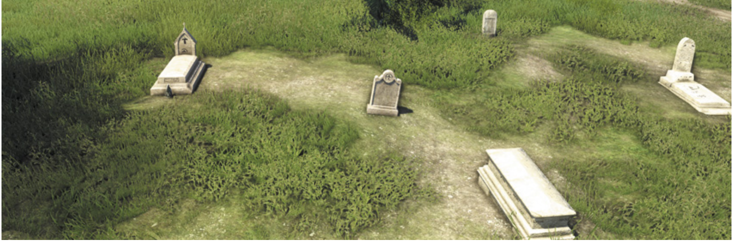


This is unquestionably the most difficult Relic to acquire, and is one of the hardest challenges in the game.

This Relic is found just west of Gaztown, barely a hundred meters from the associated fast-travel point. The trick is that it's inside a cavern halfway down the bluffs right outside the city, and there's just enough of a rock outcropping to prevent you from getting inside the cavern from above. The only way in is to go north along the road a bit, to where the safety rail is broken, and jump off the cliff. Pop your wingsuit immediately, then your parachute, and do your best to glide into the cavern. If you miss, remember that you can fast-travel in mid-air. Otherwise, you're probably going to die.

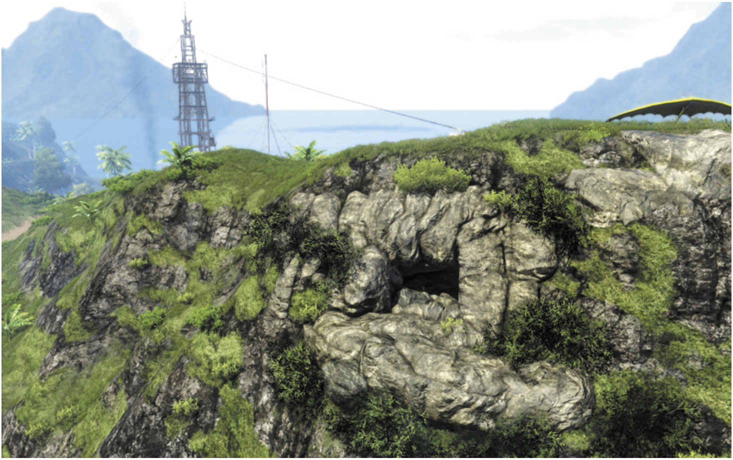
#108: Heron 18





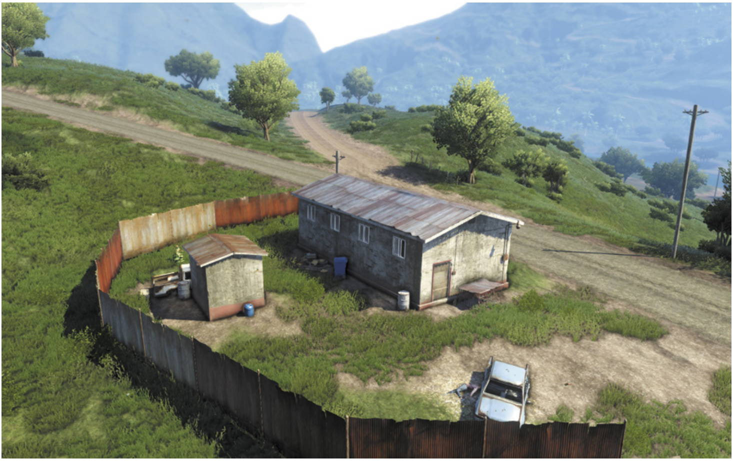
Located 180 meters southwest from the Dry Palm Storage Depot on the South Island, at the foot of a grave.

#109: Heron 19



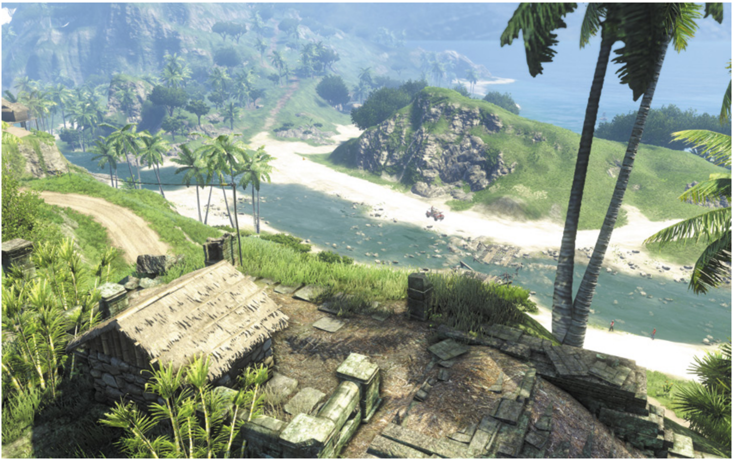
When you disable the scrambler on Radio Tower #16, a Supply Drop quest becomes available nearby. This Relic is in a hidden cave on a ledge below the vehicle for the Supply Drop. If you face north off the edge of the cliff and look down, you should be able to see the lip of the cave and drop onto it.

#110: Heron 20



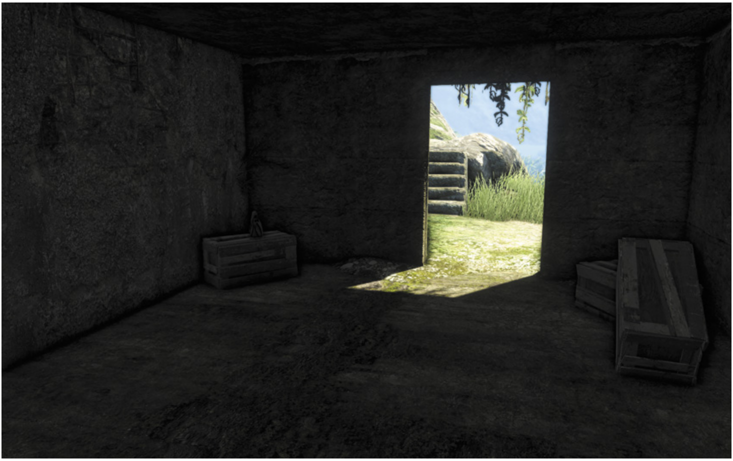
There's a small farm just south of the Compound on the South Island, on the other side of the road. This Relic can be found there next to a chicken coop.

#111: Heron 21



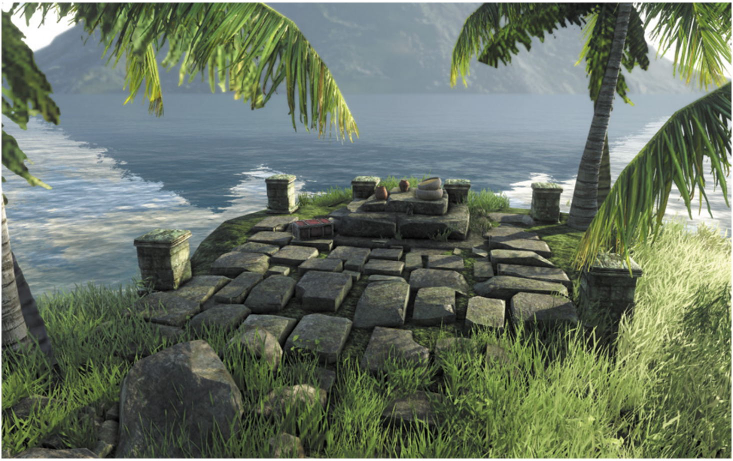
About 375 meters southeast from Dr. Earnhardt's mansion on the North Island, on an offering table in a set of picturesque ruins.

#112: Heron 22



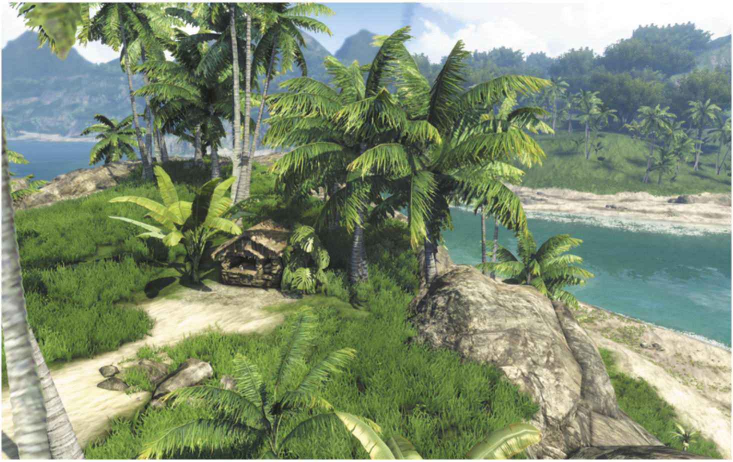
In Sunset Cove, you can take a zipline off the Radio Tower to travel in the general direction of an old anti-aircraft emplacement. This Relic is inside a darkened room by the road leading up to the bunker, sitting on top of a crate right inside the doorway.

#113: Heron 23



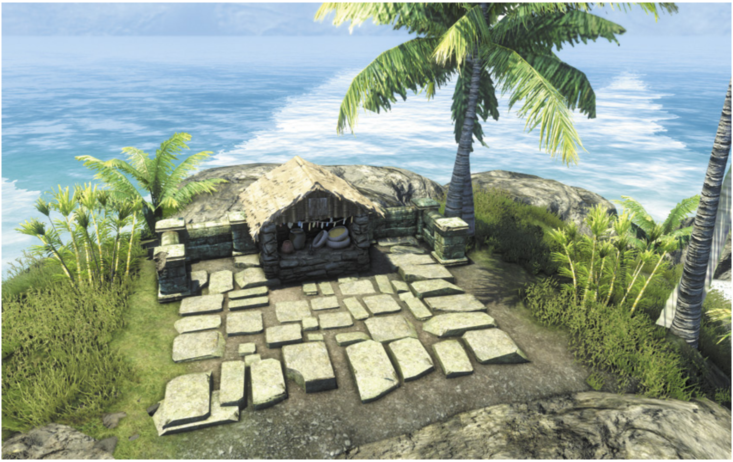
On an island north of Heron's Perch on the North Island. The easiest way to reach it is to grab a jet ski from the dock outside the Welshore Wrecker's House and drive out to the island, as it is firmly in the middle of shark territory. Once you get to the island, climb up a few ledges to find this Relic sitting on a stone dais.

#114: Heron 24



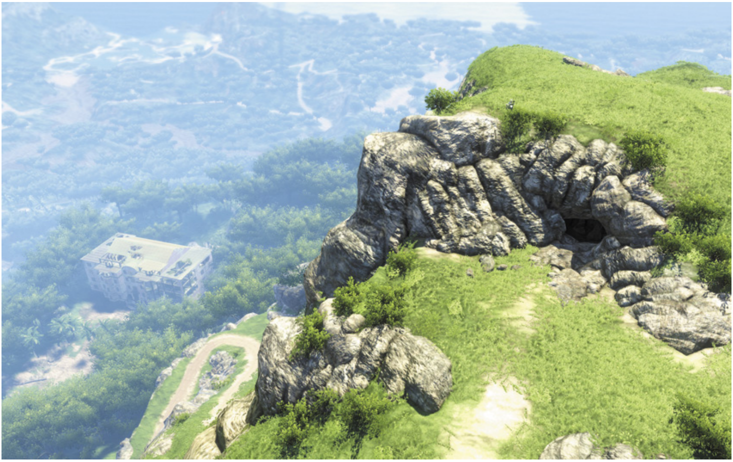
The small island southeast of Kell's Boat Repairs on the North Island has a large outcrop of granite on it. It doesn't look scalable at first, but there are just enough ledges on the south face that you can jump from rock to rock and reach its top, where this Relic is waiting on an altar.

#115: Heron 25



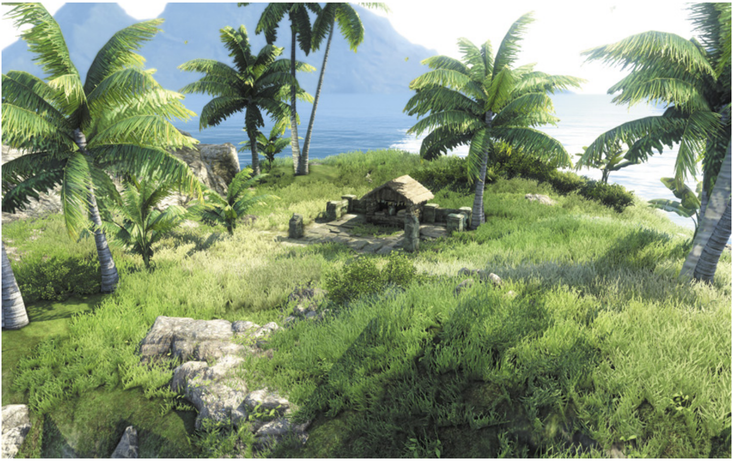
Another one of those big piles of rock with an altar and a Relic atop it can be found on the peninsula south of Turtle Rock on the South Island. Luckily, this one can be scaled with some handy vines.

#116: Heron 26



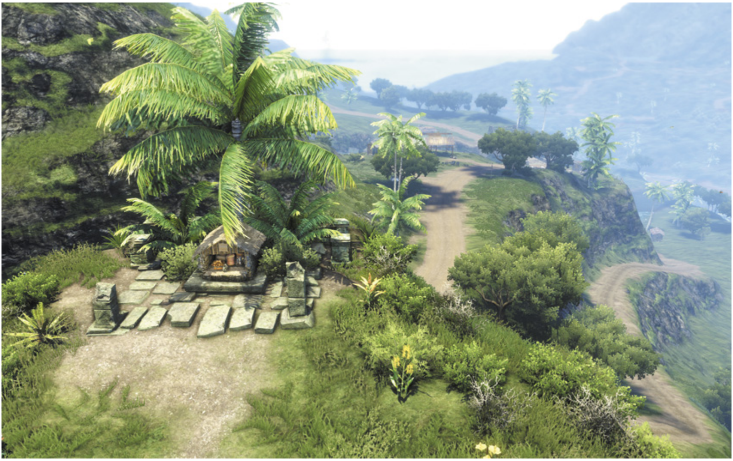
Head 270 meters north-northeast from the Hubris Farm, and you can follow a trail up into the mountains to discover a small cavern on an isolated peak. Crouch to slip past an obstruction in the tunnel and you'll find this Relic and a red loot chest on an old altar.

#117: Heron 27



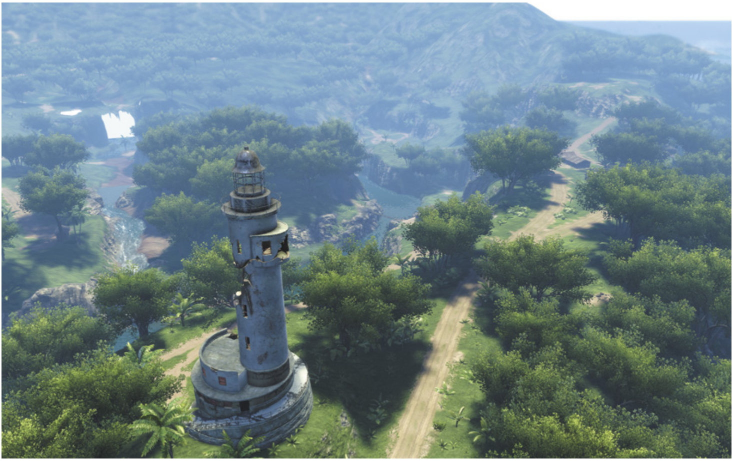
North of the AM 12 outpost, there's a peninsula that looks kind of like it's pointing at a small island just off the north coast. This Relic is on an altar on that island. The only way to get to it is to swim around to its northern face and climb some vines you'll find there.

#118: Heron 28



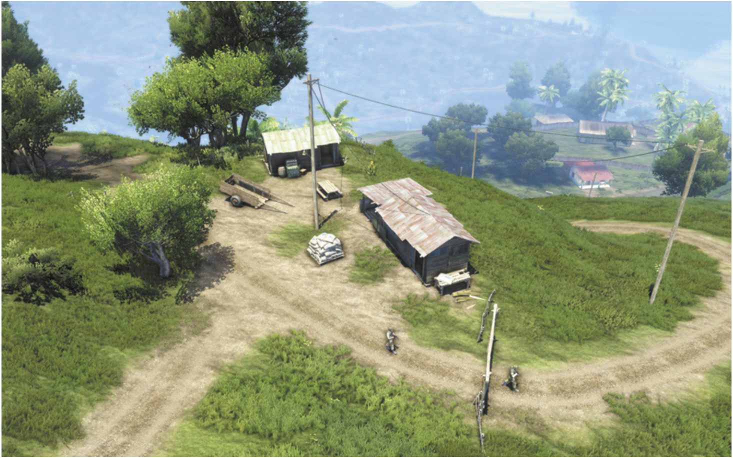
Located at the top of a steep hill, 460 meters south of the East Ridge Camp outpost on the South Island. It's surrounded by a potpourri of Leaves.

#119: Heron 29

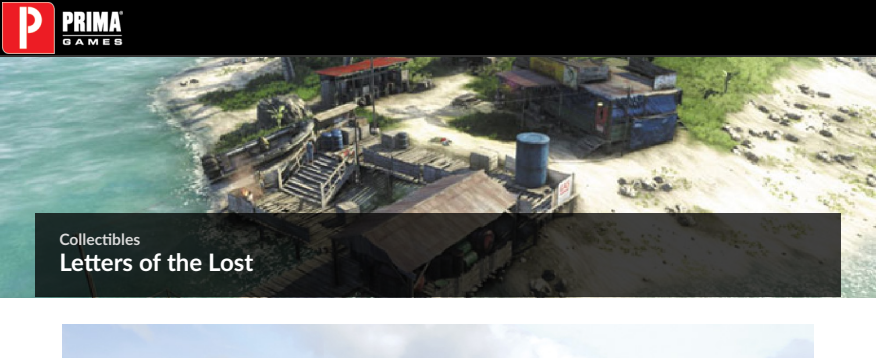


Climb to the top of the Rook Point Tower on North Island to find this Relic.

#120: Heron 30



Inside a cabin on top of a foothill 194 meters northeast of Gaztown on the South Island. A Supply Run starts right outside the building, and the side mission “Bled Dry” leads you straight here. It’s a busy location, really.



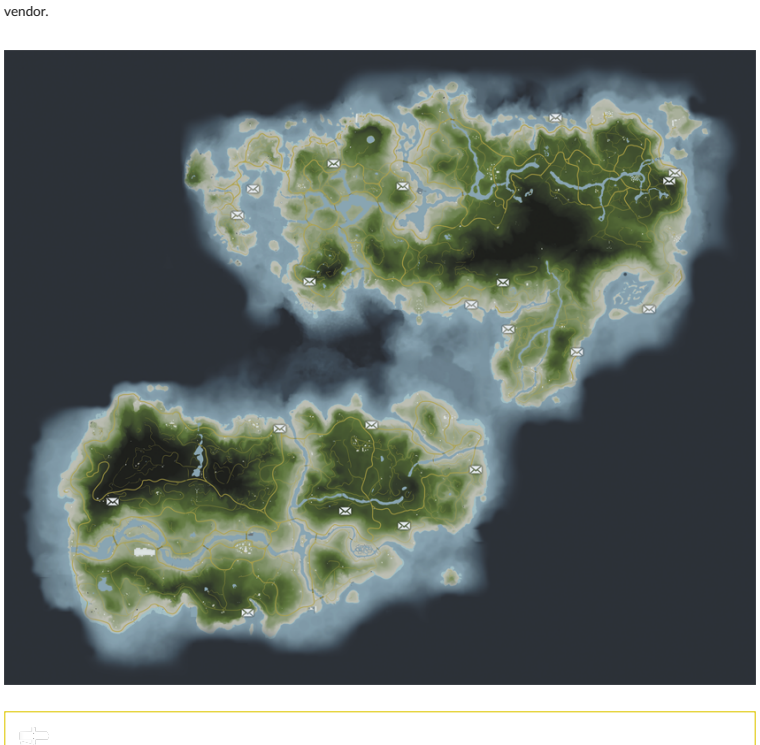
Collectibles

Letters of the Lost

During World War II, a unit of Japanese soldiers came to Rook Island as part of their forces' naval defense. They spent their days watching for an American attack that never came, and searching for an ancient Chinese treasure that they never found. In the end, they never left. As you explore the island, you'll often run across their old fortifications, which have since been repurposed by generations of smugglers, fugitives, pirates, and the occasional tourist.

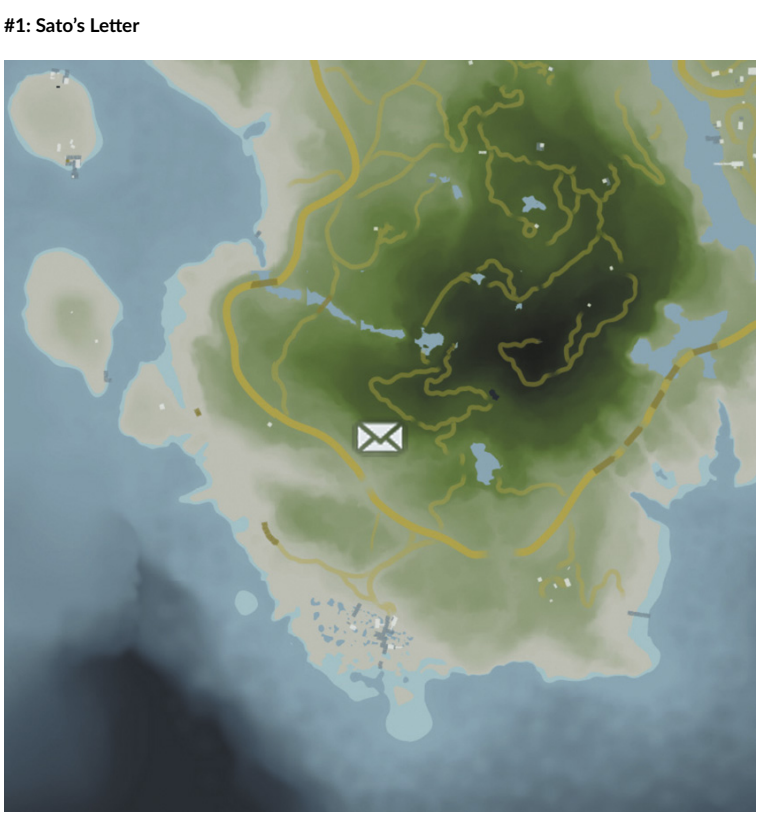
Several of the soldiers died holding letters, and they tell the story of what happened to their unit. Each Letter you find is worth 500 EXP, and most of them are also surrounded by useful items and loot boxes.

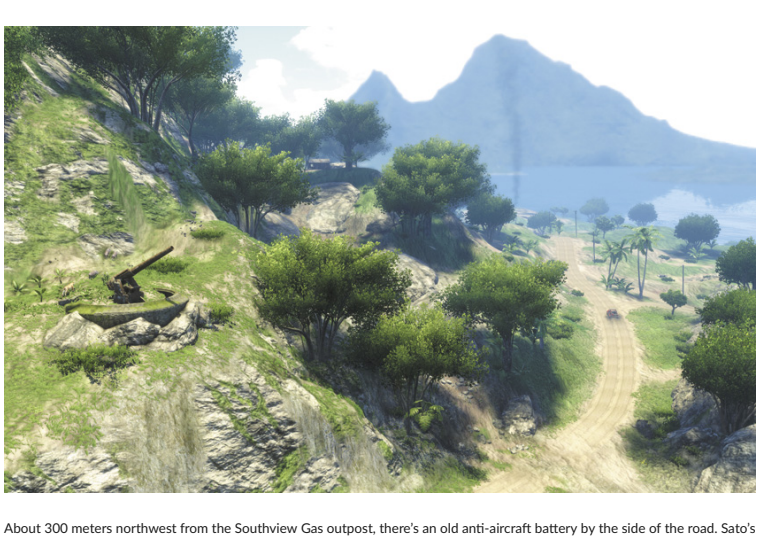
Finding six Letters unlocks the Japanese Tanto, which is a free upgrade to your standard machete. It's available from any vendor.



Click here for interactive map

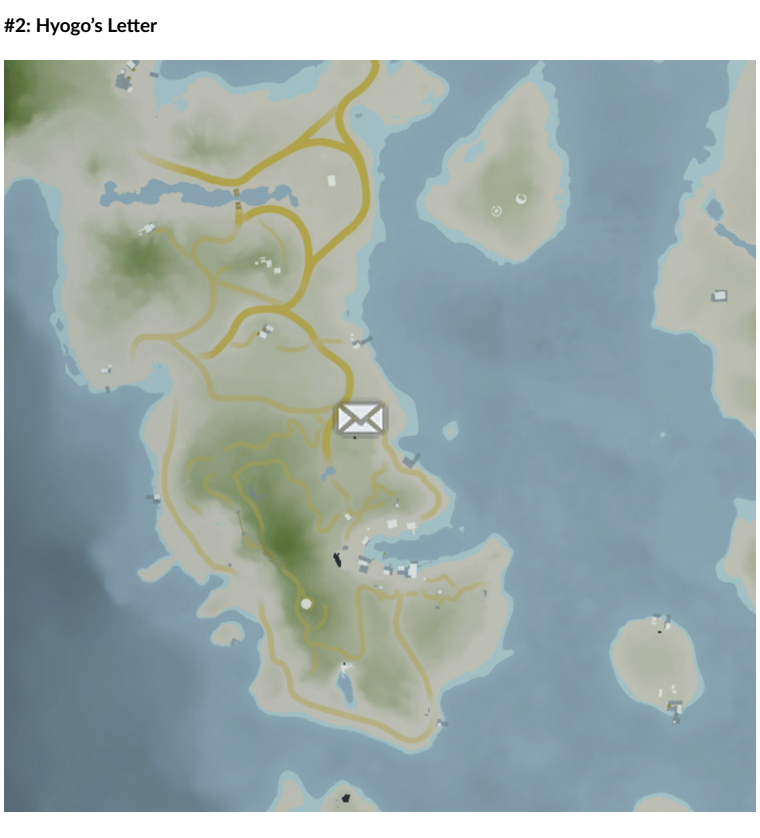
#1: Sato's Letter

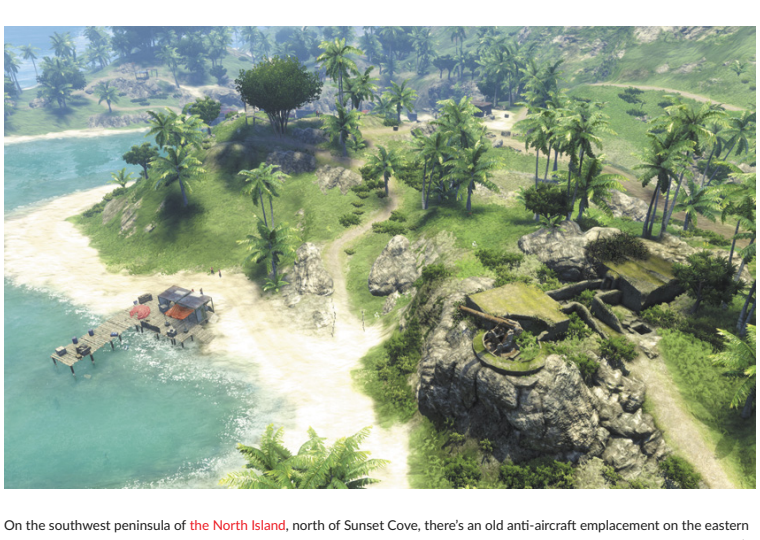




About 300 meters northwest from the Southview Gas outpost, there's an old anti-aircraft battery by the side of the road. Sato's corpse can be found at the base of its cannon.

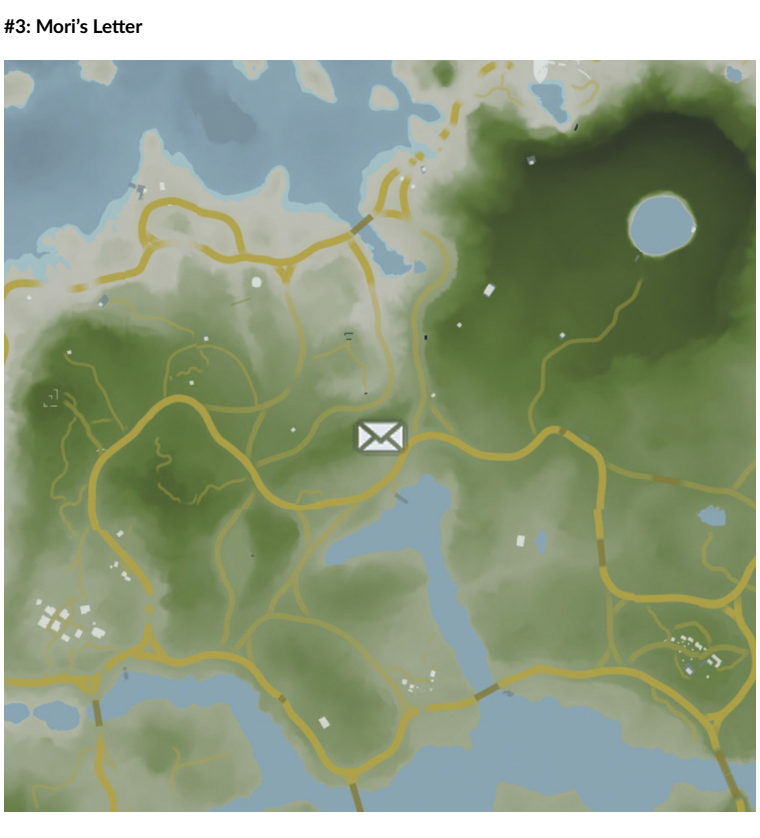
#2: Hyogo's Letter

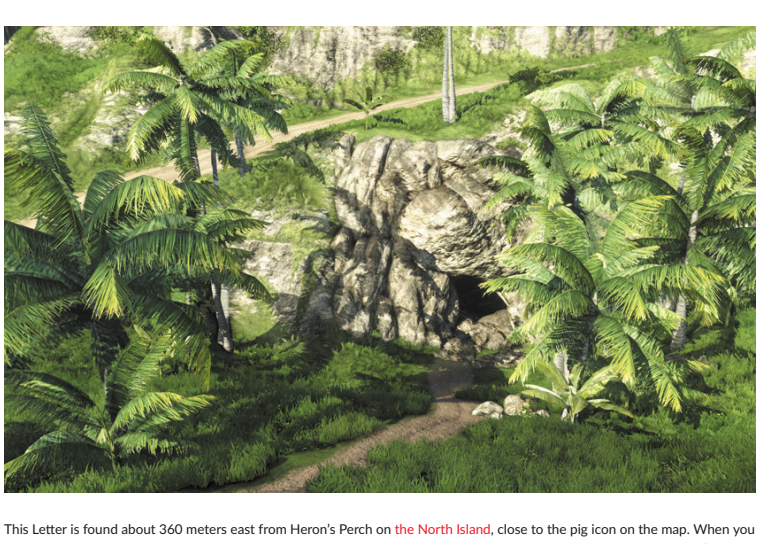




On the southwest peninsula of the North Island, north of Sunset Cove, there's an old anti-aircraft emplacement on the eastern coastline. The easiest way to get inside and find this Letter is probably to jump up onto the base of the cannon. From there, it's a straight shot to the soldier's final resting place.

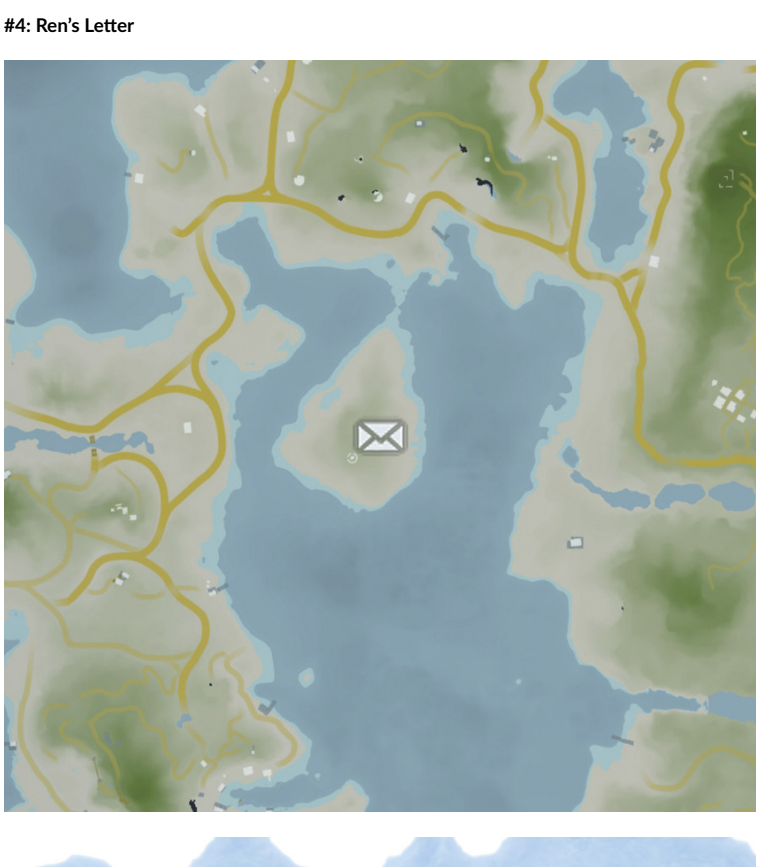
#3: Mori's Letter

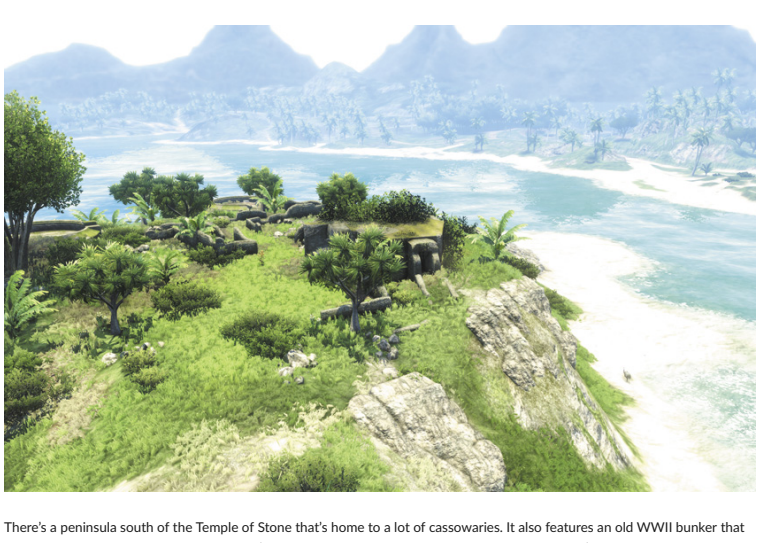




This Letter is found about 360 meters east from Heron's Perch on the North Island, close to the pig icon on the map. When you see the Letter icon, go 60 meters north of it to find a small, well-hidden cave entrance in the side of the hill. Inside, you'll find a mummified soldier and two loot boxes.

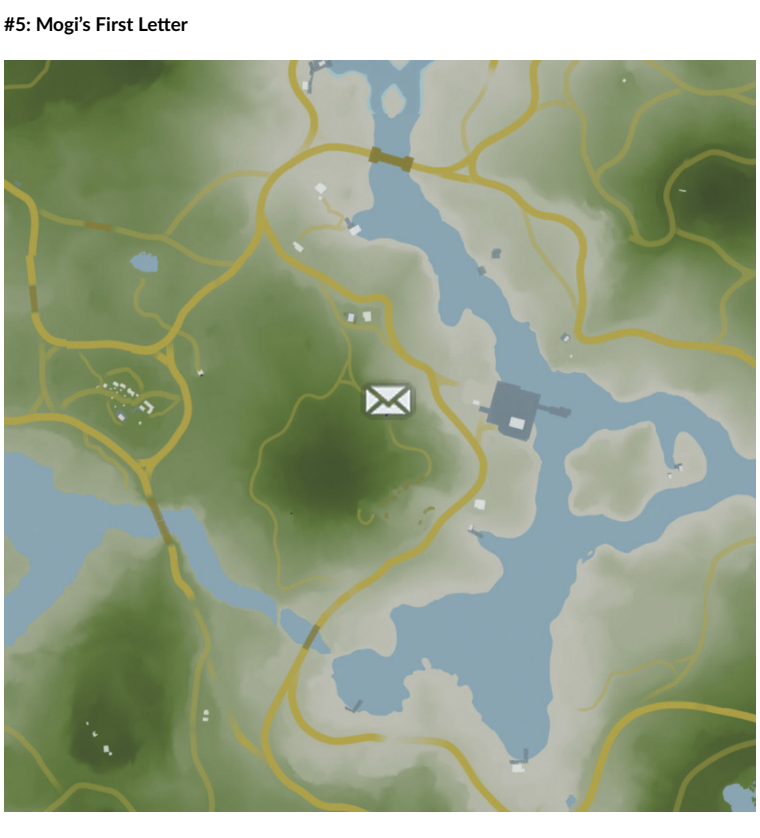
#4: Ren's Letter

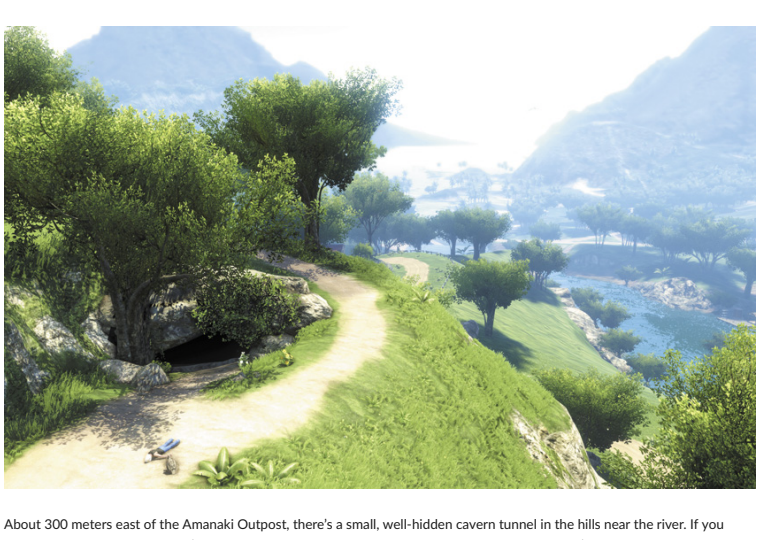




There's a peninsula south of the Temple of Stone that's home to a lot of cassowaries. It also features an old WWII bunker that can be difficult to find a way into, but there's an unobstructed doorway on its east side. Inside, you'll find this Letter on a soldier's body.

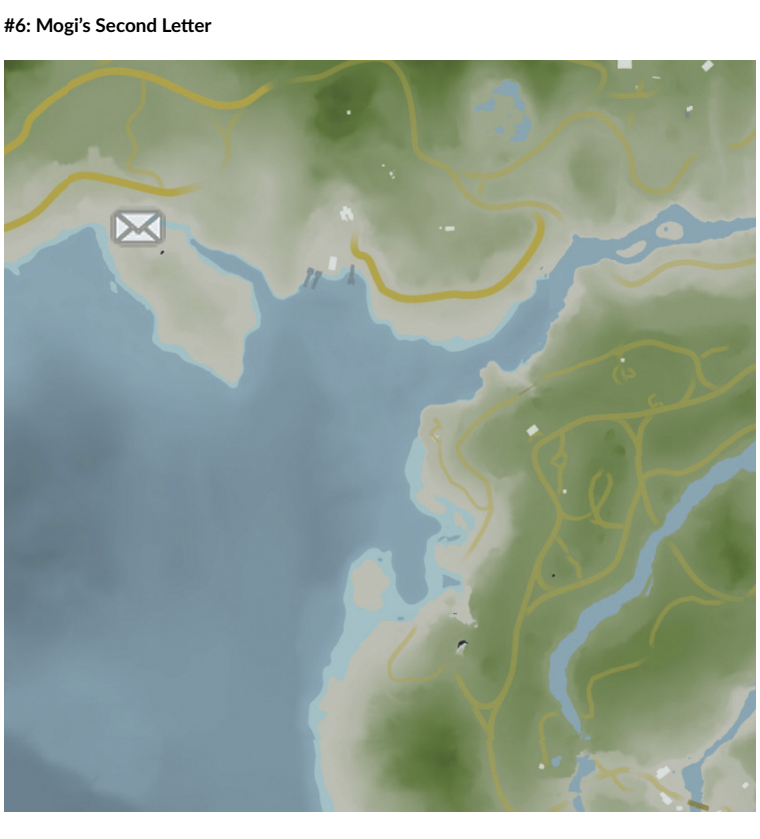
#5: Mogi's First Letter

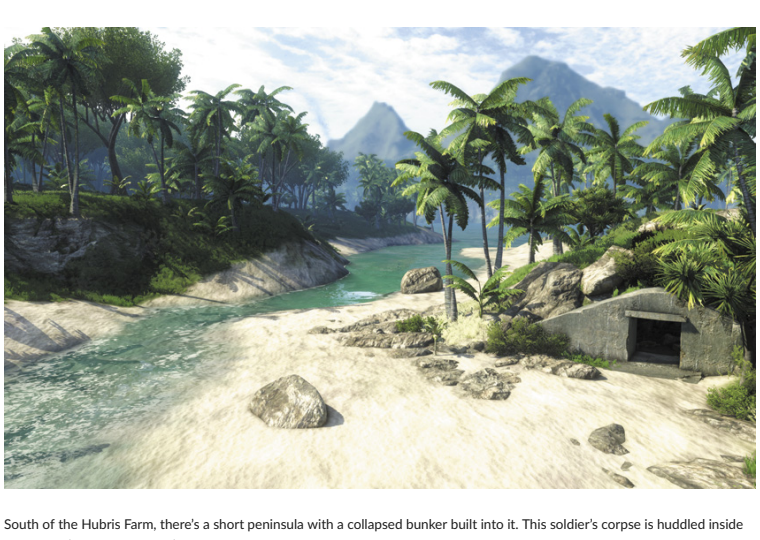




About 300 meters east of the Amanaki Outpost, there's a small, well-hidden cavern tunnel in the hills near the river. If you zoom your map in all the way, it's just visible as a small black dot across one of the smaller trails. It's a bit more likely that, if you're tracking the Letter's icon on your map, you'll find it by sliding down to the cavern's exit from the hillside above.

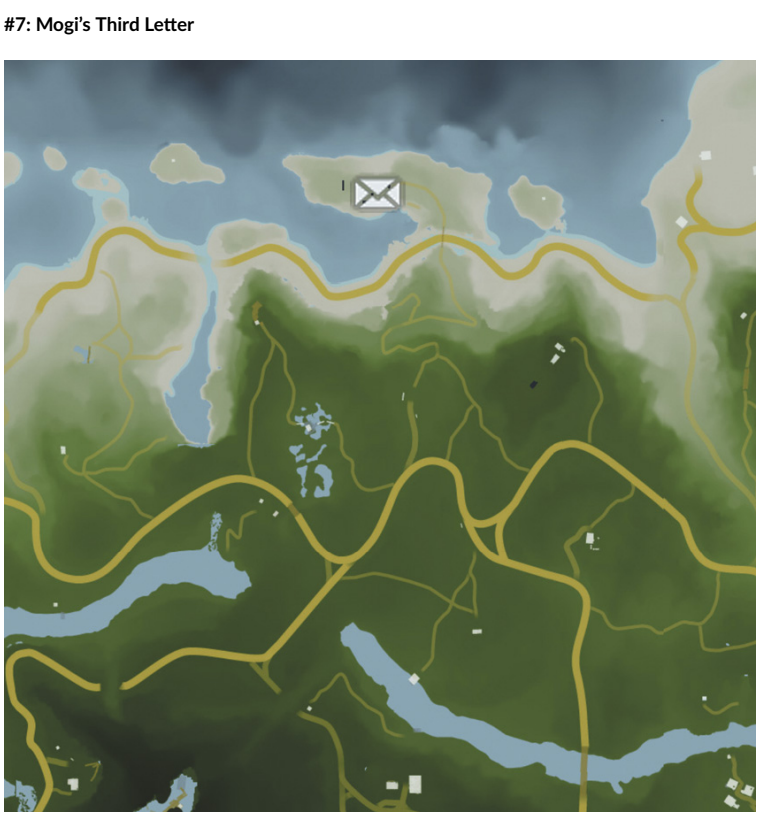
#6: Mogi's Second Letter

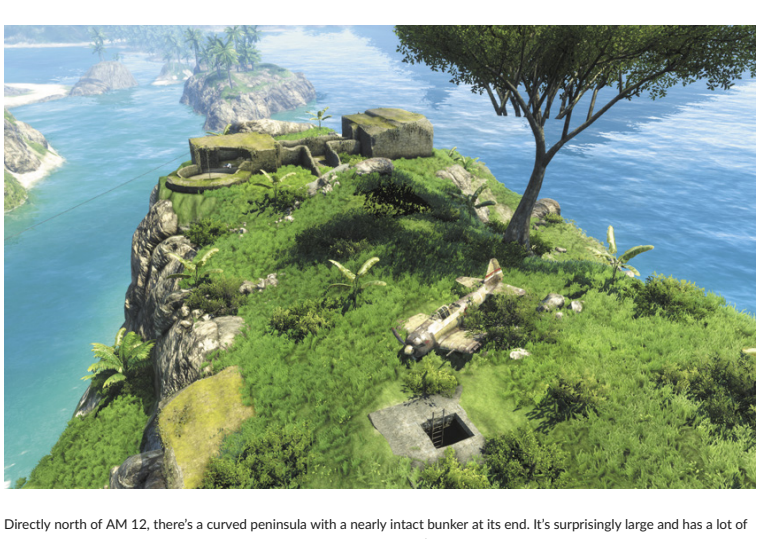




South of the Hubris Farm, there's a short peninsula with a collapsed bunker built into it. This soldier's corpse is huddled inside the bunker's doorway. There's a Wanted: Dead quest out of the Hubris Farm that leads you straight here.

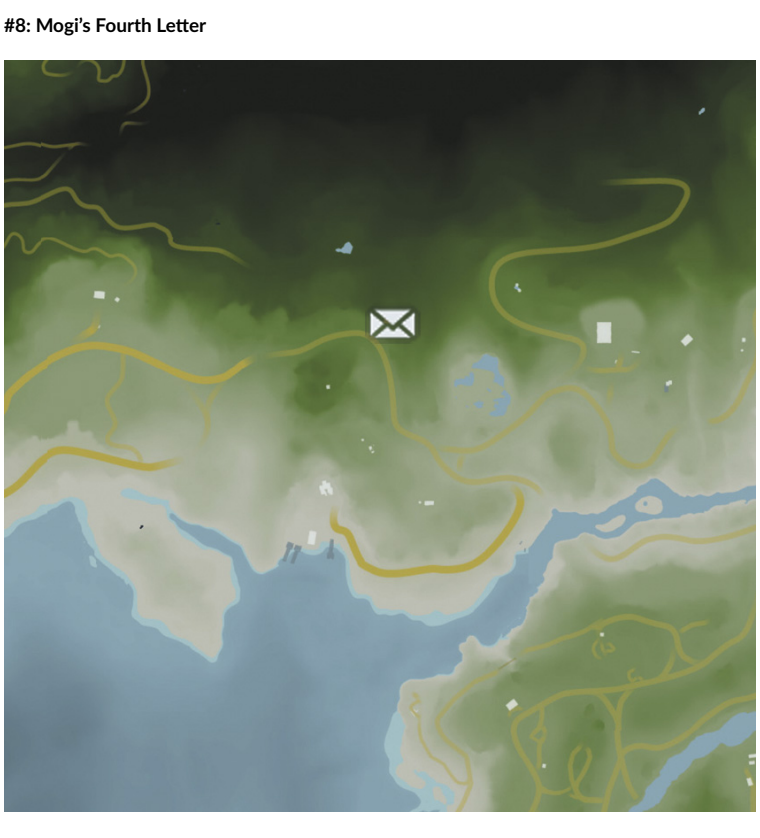
#7: Mogi's Third Letter

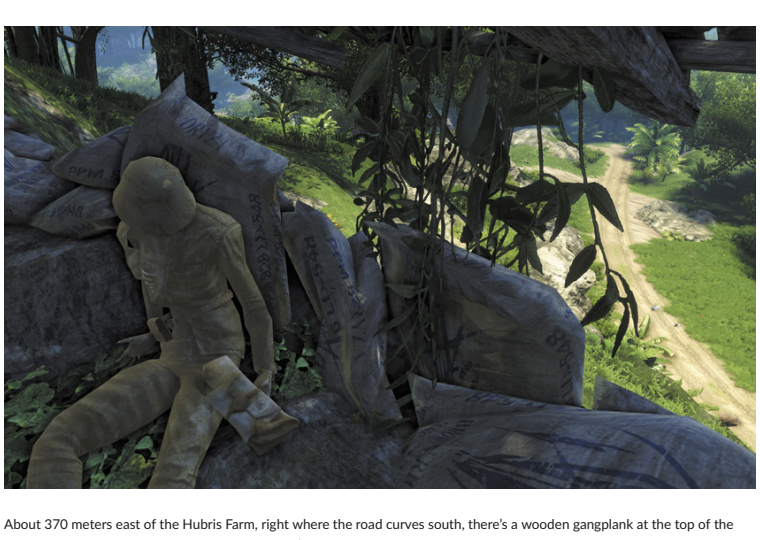




Directly north of AM 12, there's a curved peninsula with a nearly intact bunker at its end. It's surprisingly large and has a lot of loot in it, but the dead soldier holding the Letter is easy to overlook. He's near the entrance to the bunker in a locker room, next to a couple of trash cans, and you're likely to mistake him for a pile of random debris the first time you see him.

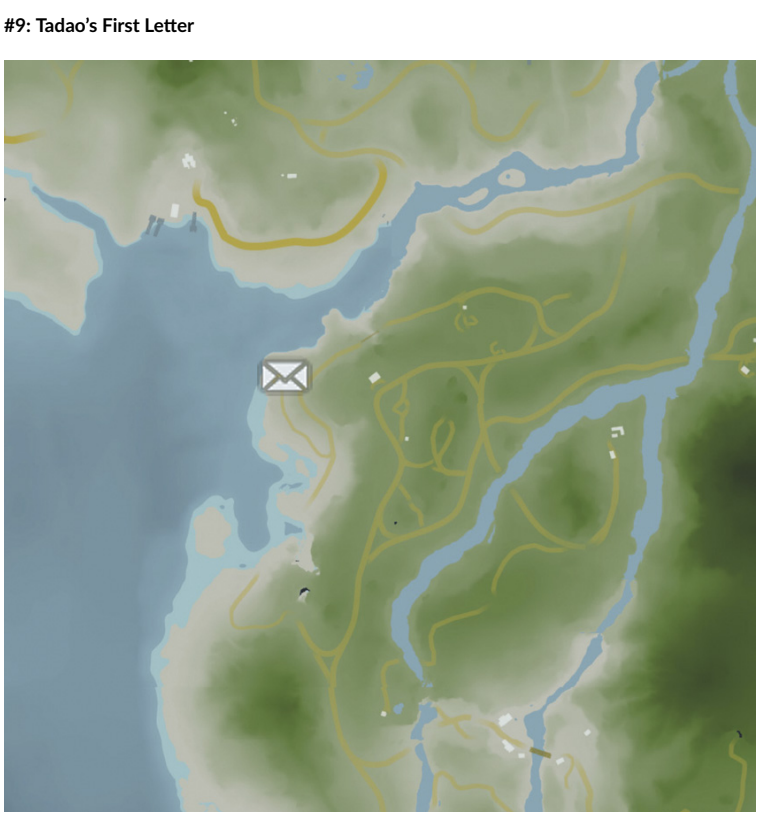
#8: Mogi's Fourth Letter

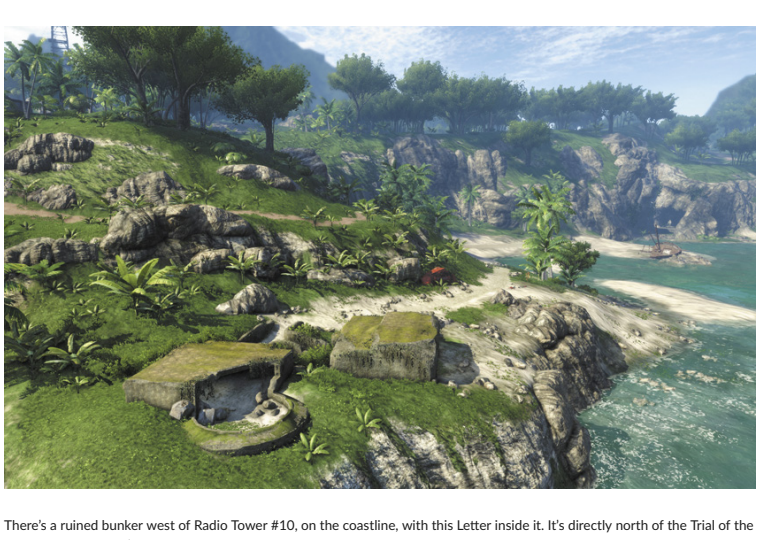




About 370 meters east of the Hubris Farm, right where the road curves south, there's a wooden gangplank at the top of the hills on the north side of the road that looks like it's a random chunk of debris. If you climb the hill and look at it from the north, it's actually part of some very effective camouflage for a dugout. It contains two metal loot chests and a dead soldier, who is holding this Letter.

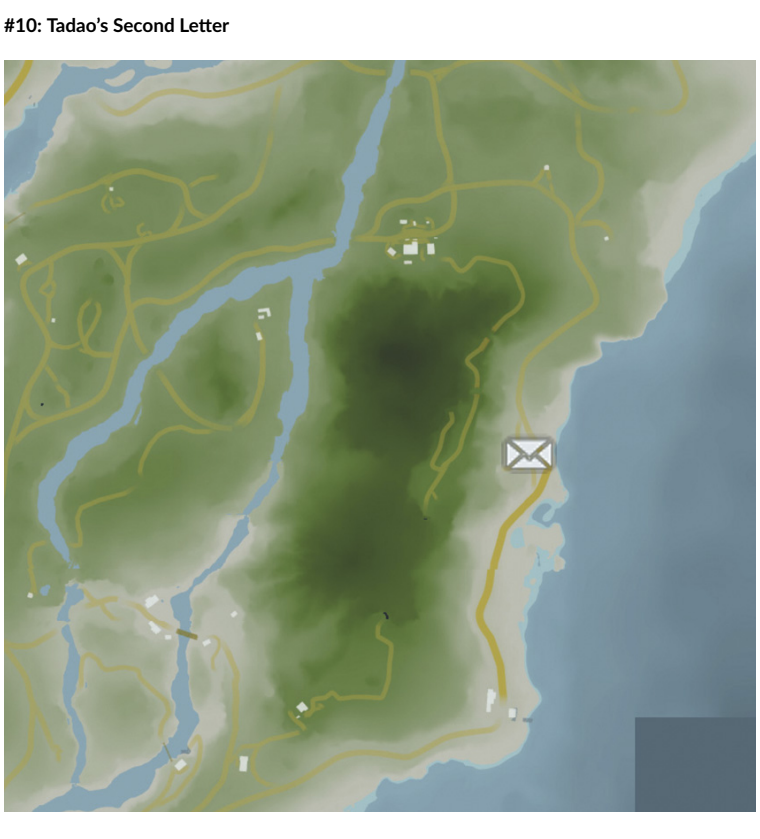
#9: Tadao's First Letter

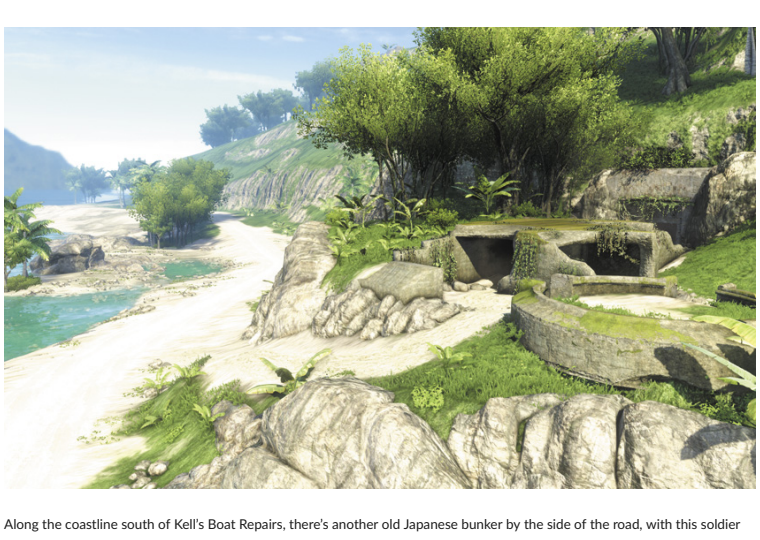




There's a ruined bunker west of Radio Tower #10, on the coastline, with this Letter inside it. It's directly north of the Trial of the Rakyat stone for Bull's Eye.

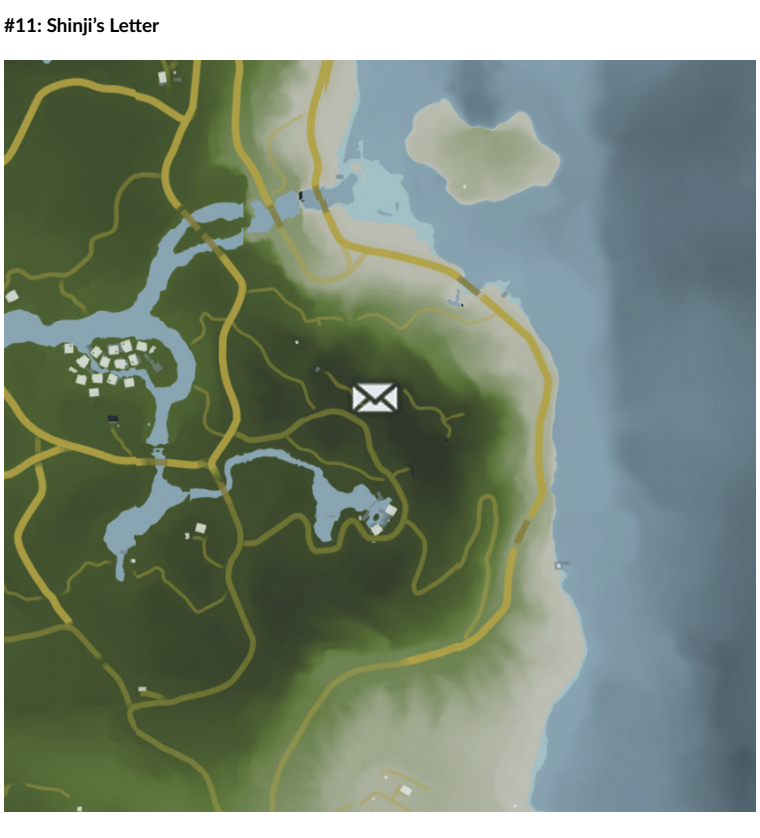
#10: Tadao's Second Letter

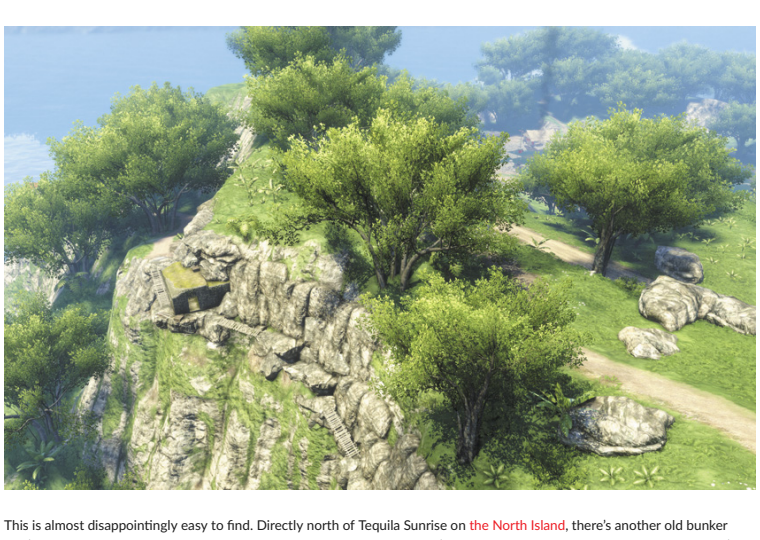




Along the coastline south of Kell's Boat Repairs, there's another old Japanese bunker by the side of the road, with this soldier inside the only part of it that still has a roof.

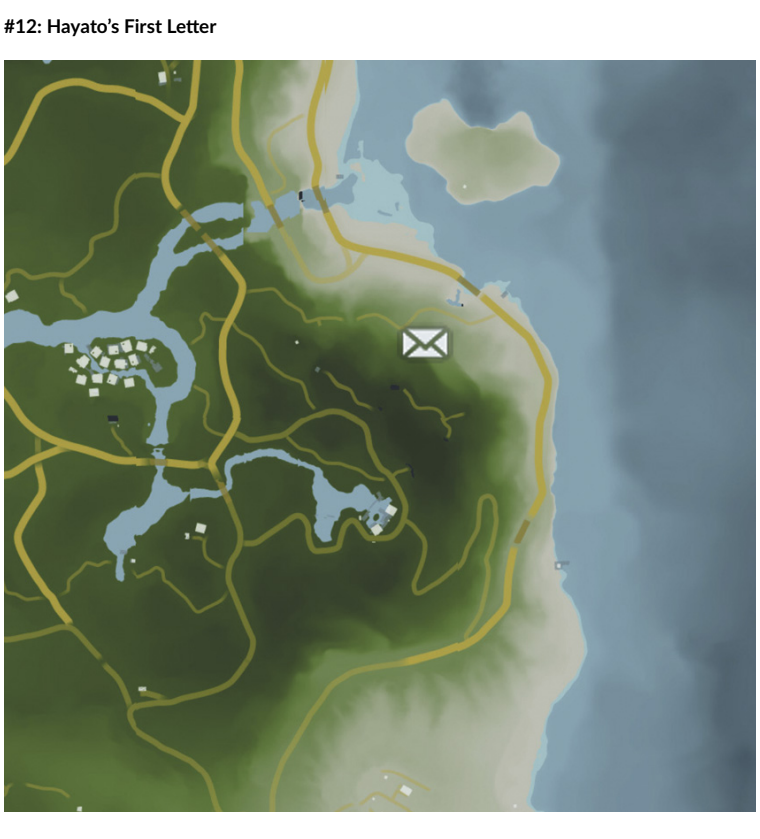
#11: Shinji's Letter

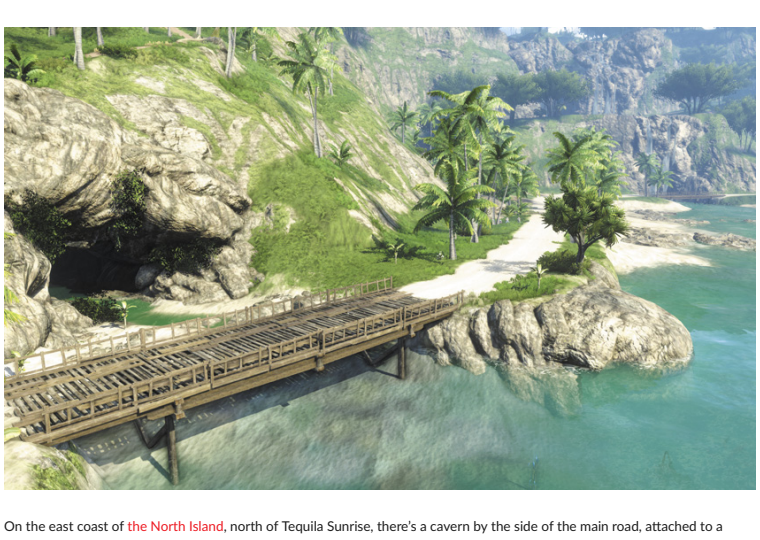




This is almost disappointingly easy to find. Directly north of Tequila Sunrise on the North Island, there's another old bunker that's standing wide open right by the side of the road. Go inside, and you'll find this soldier lying inside near a window. He's surrounded by ammo and a couple of metal loot chests.

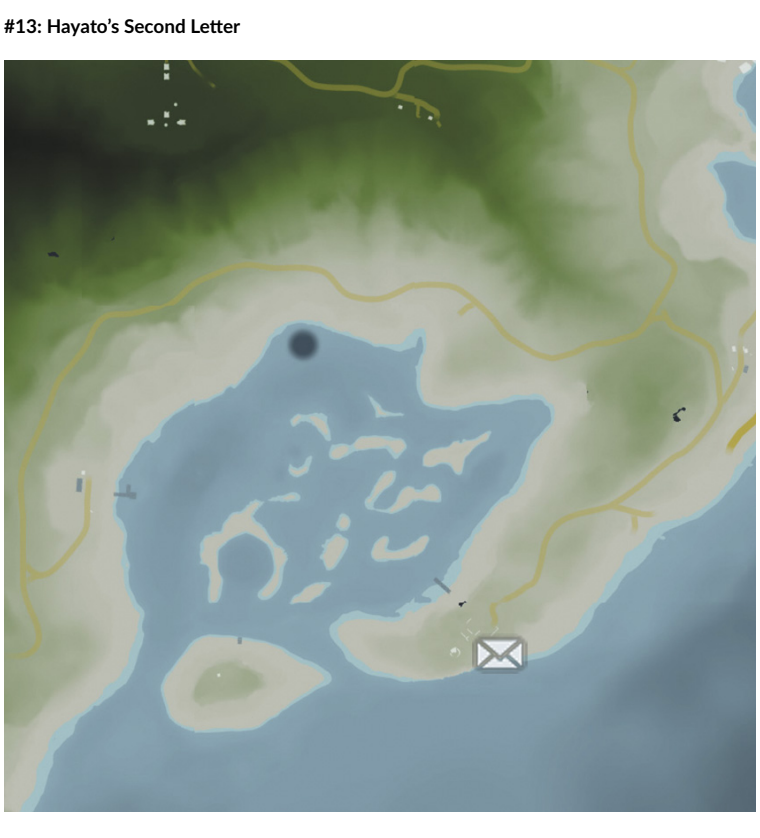
#12: Hayato's First Letter

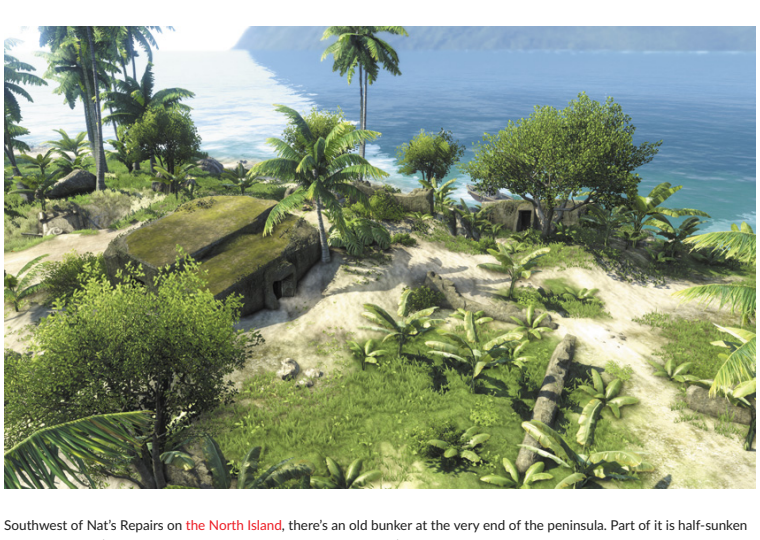




On the east coast of the North Island, north of Tequila Sunrise, there's a cavern by the side of the main road, attached to a shallow ravine near a wooden bridge. This soldier is found at its end.

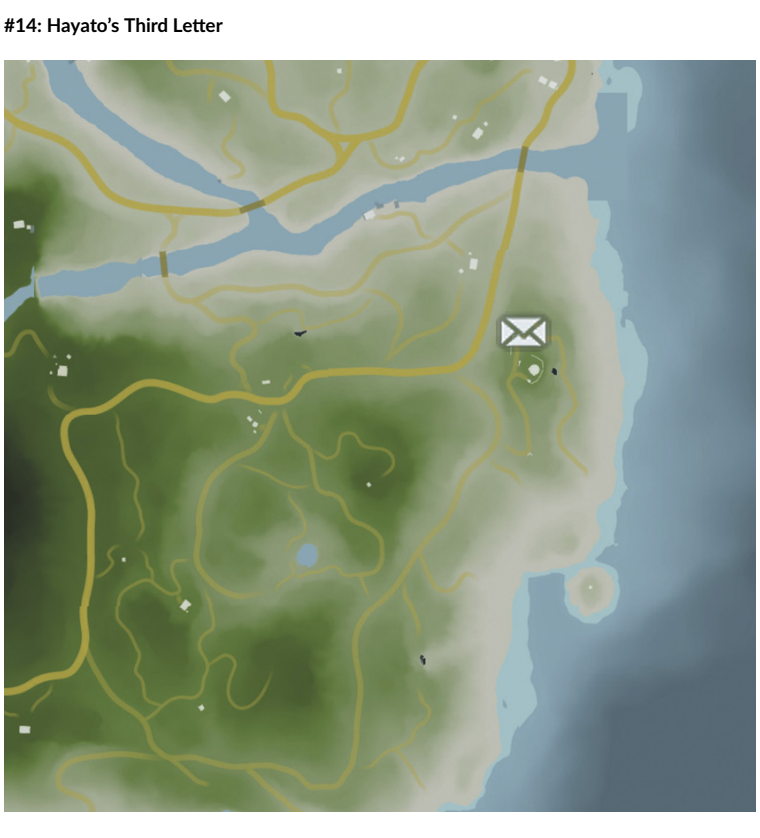
#13: Hayato's Second Letter

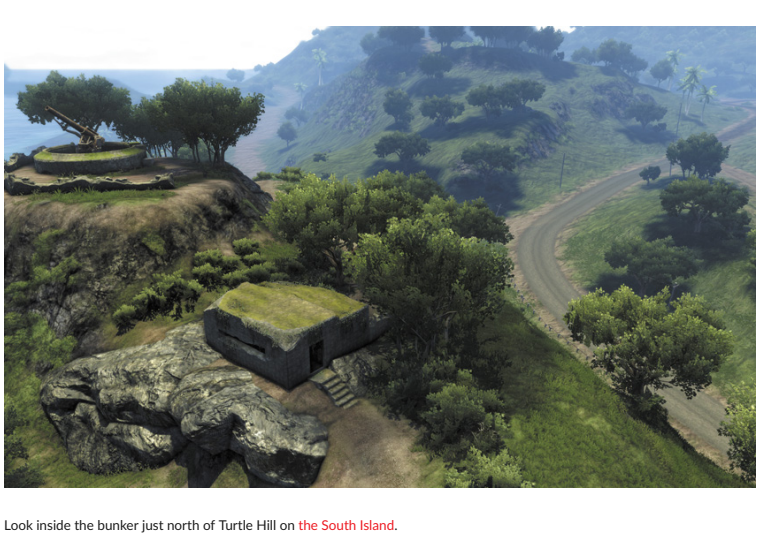




Southwest of Nat's Repairs on the North Island, there's an old bunker at the very end of the peninsula. Part of it is half-sunken on the peninsula's southern shore, and just inside its doorway, you'll find the corpse of a Japanese soldier clutching this letter. Relic #80 is in the same general area.

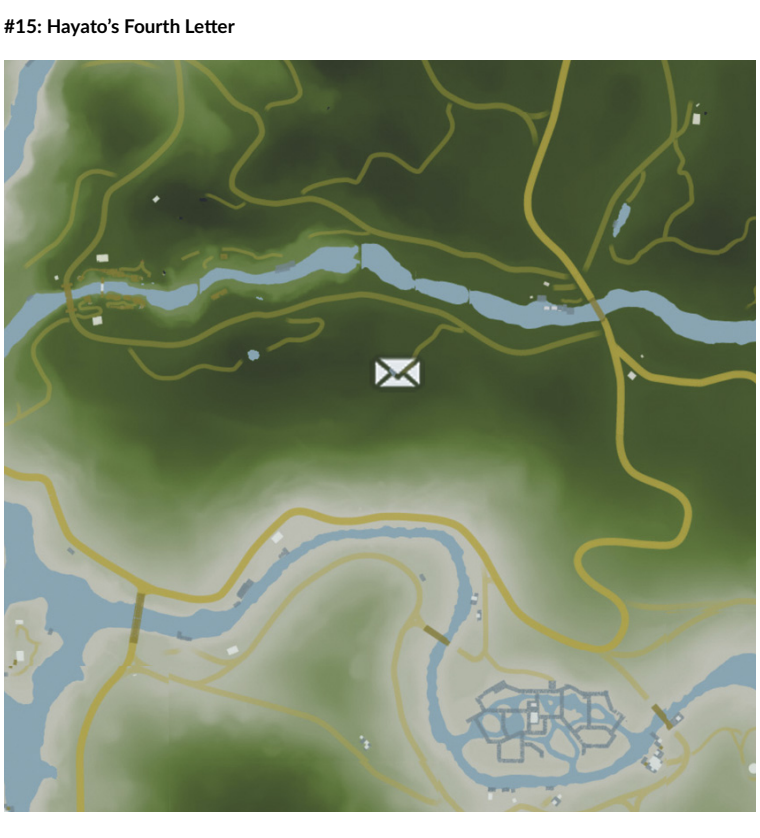
#14: Hayato's Third Letter

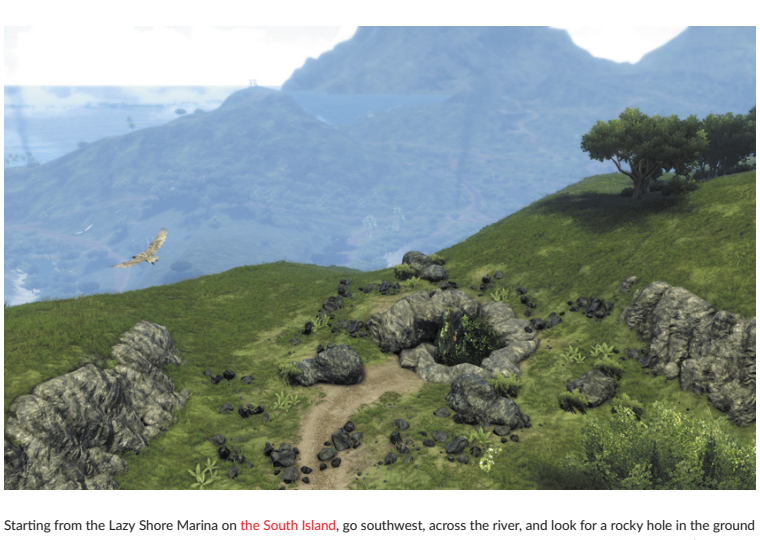




Look inside the bunker just north of Turtle Hill on the South Island.

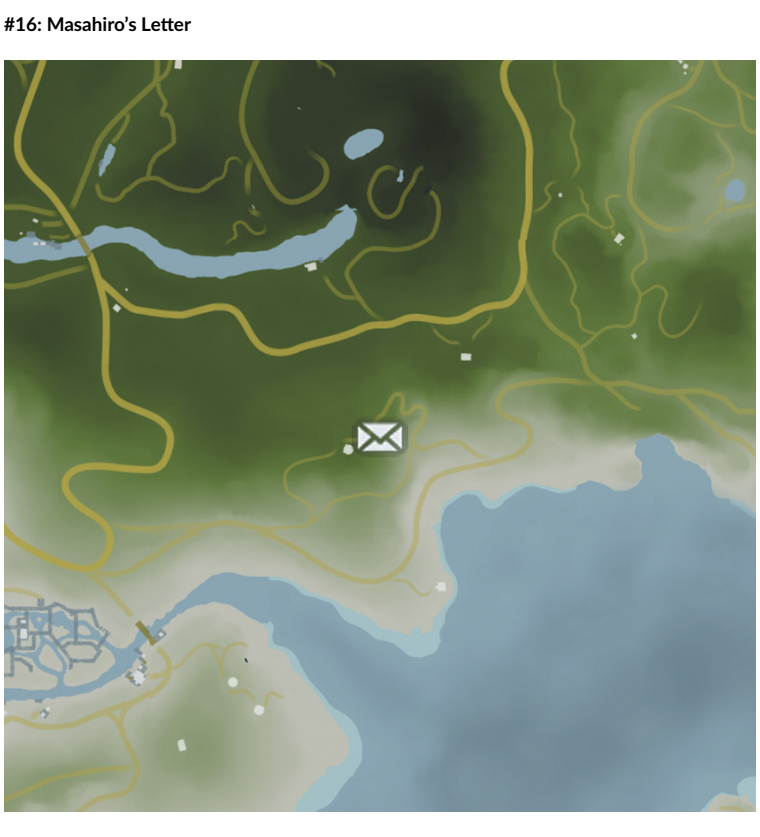
#15: Hayato's Fourth Letter

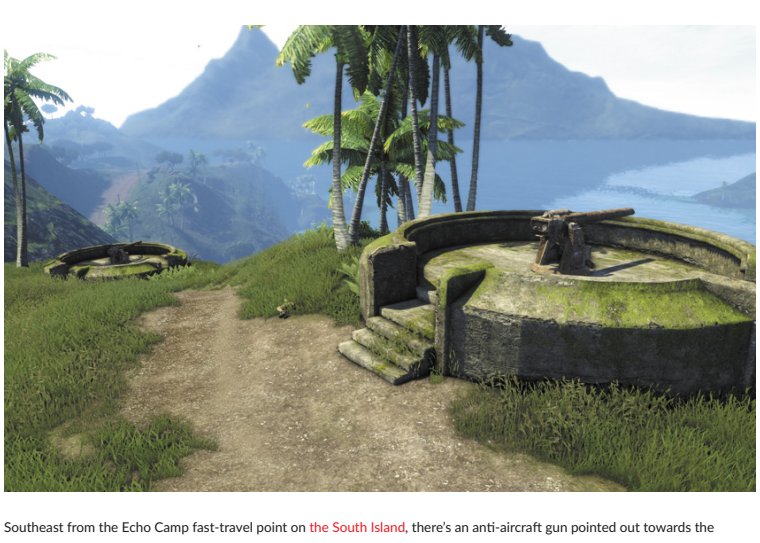




Starting from the Lazy Shore Marina on the South Island, go southwest, across the river, and look for a rocky hole in the ground at the end of a small side trail. You can use some vines to slide down through the hole into a shallow pool, where you'll find a loot box and the Letter.

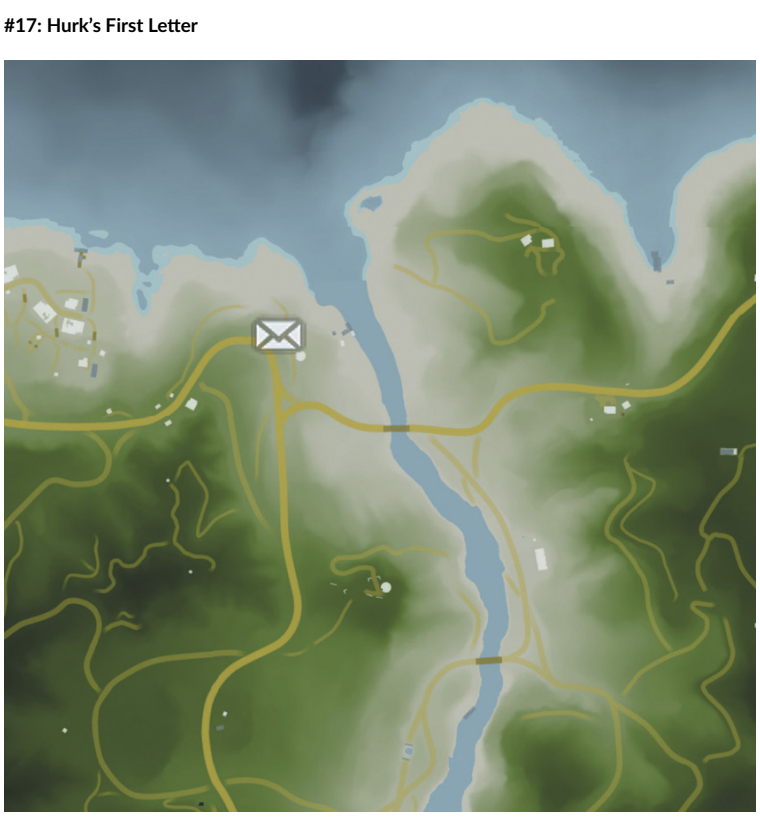
#16: Masahiro's Letter

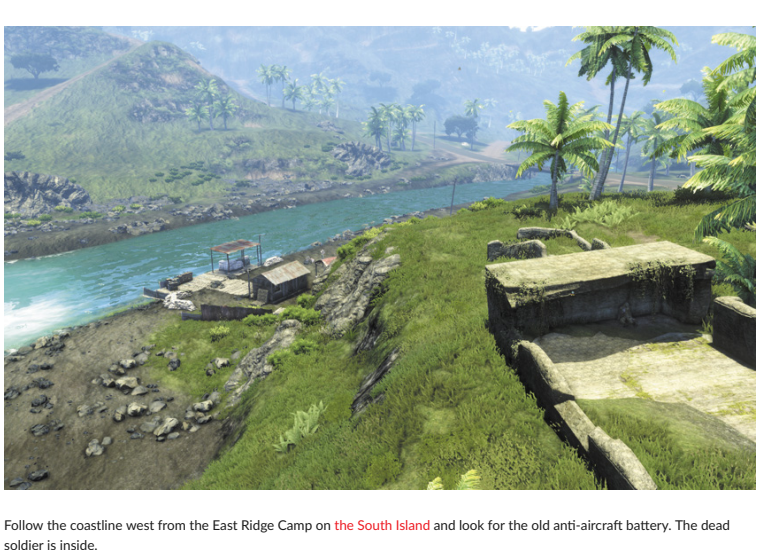




Southeast from the Echo Camp fast-travel point on the South Island, there's an anti-aircraft gun pointed out towards the southern seas. The soldier holding this Letter is sprawled in the tall grass nearby.

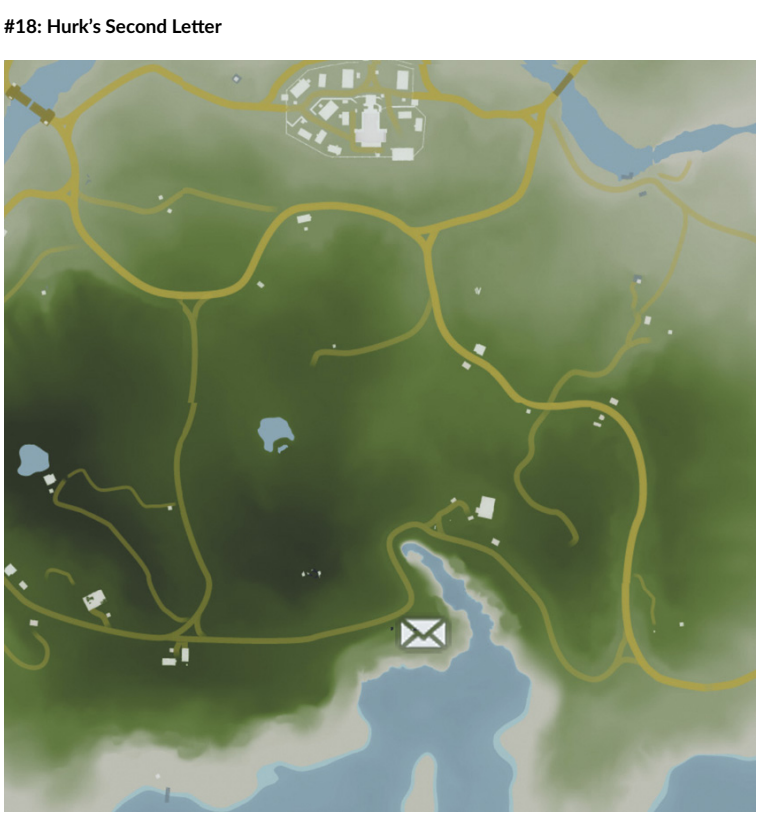
#17: Hurk's First Letter

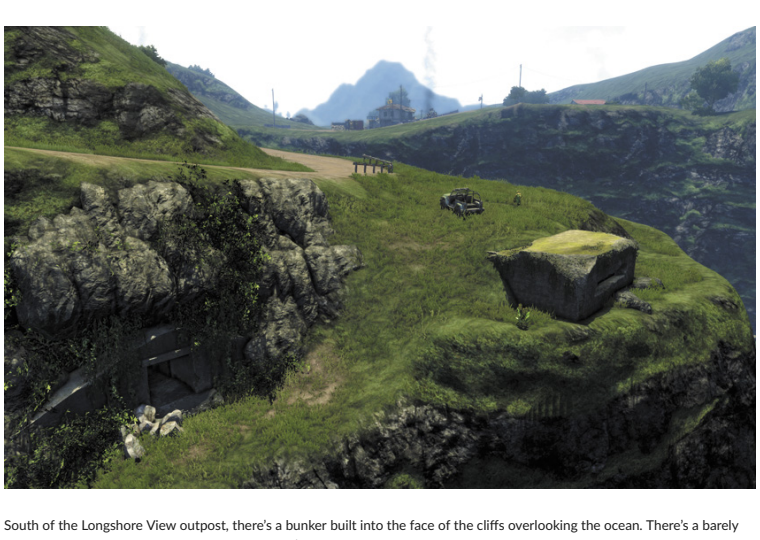




Follow the coastline west from the East Ridge Camp on the South Island and look for the old anti-aircraft battery. The dead soldier is inside.

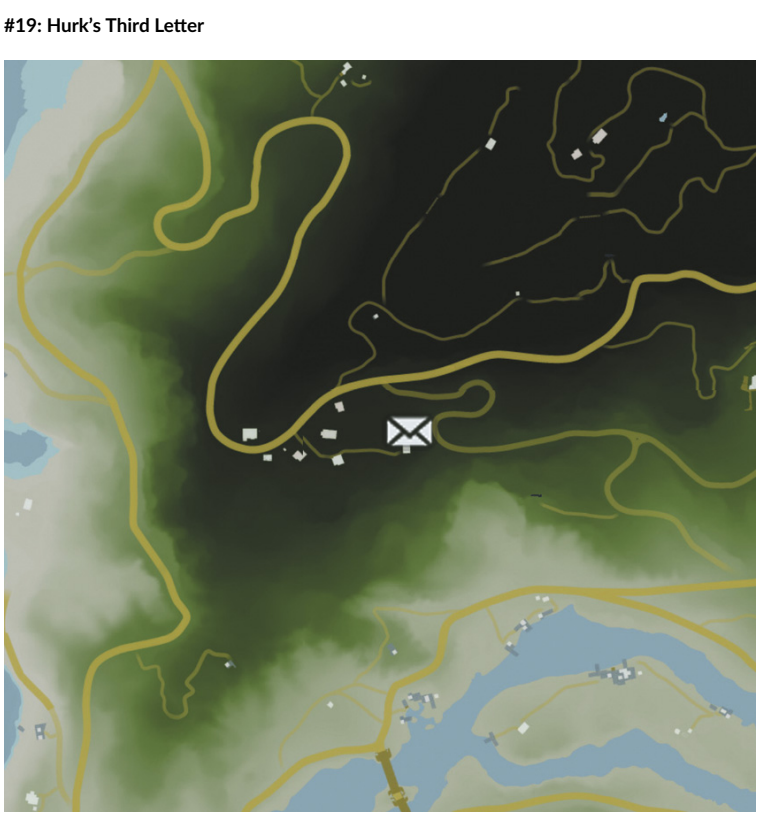
#18: Hurk's Second Letter

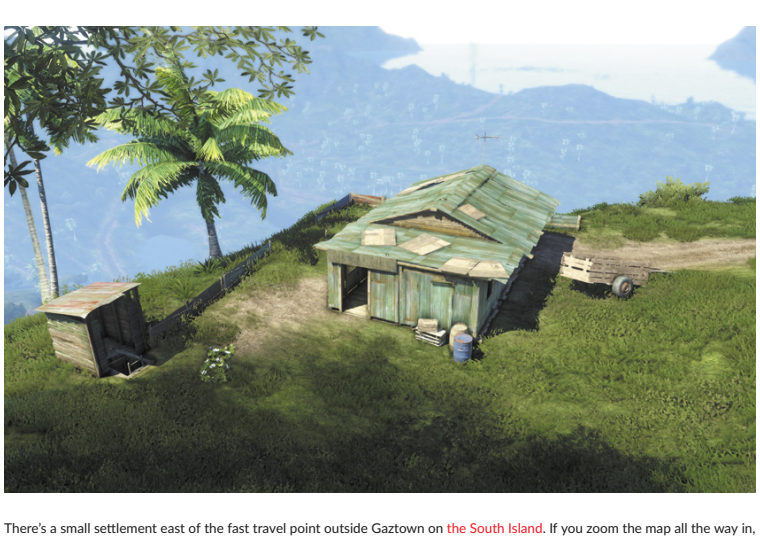




South of the Longshore View outpost, there's a bunker built into the face of the cliffs overlooking the ocean. There's a barely visible path that leads from in front of the bunker's observation slit to a doorway in the cliffs, which lets you get into the bunker to take the Letter.

#19: Hurk's Third Letter

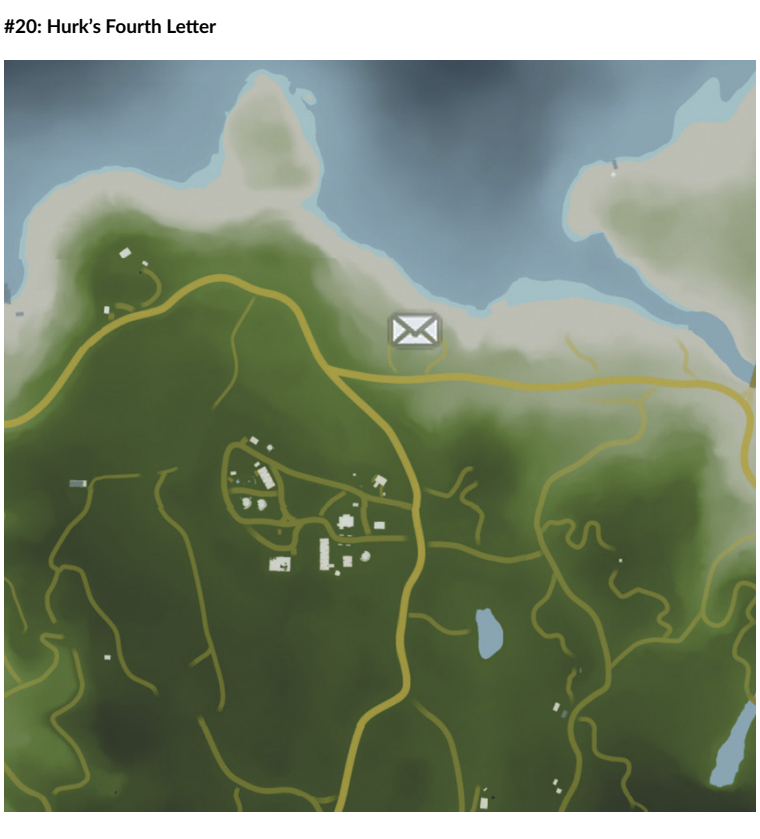


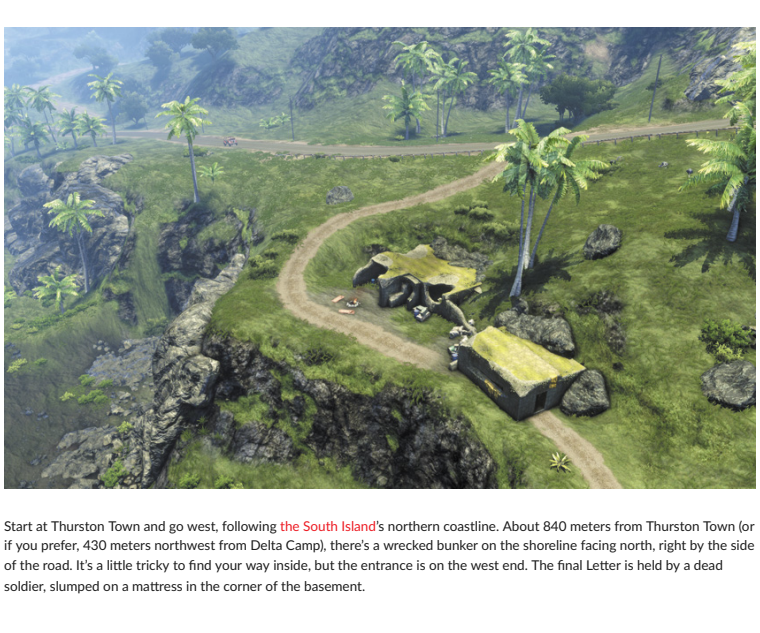


There's a small settlement east of the fast travel point outside Gaztown on the South Island. If you zoom the map all the way in, you can see a small side trail that extends east off of the main trail. One of the Supply Run quests also sends you here at its end.

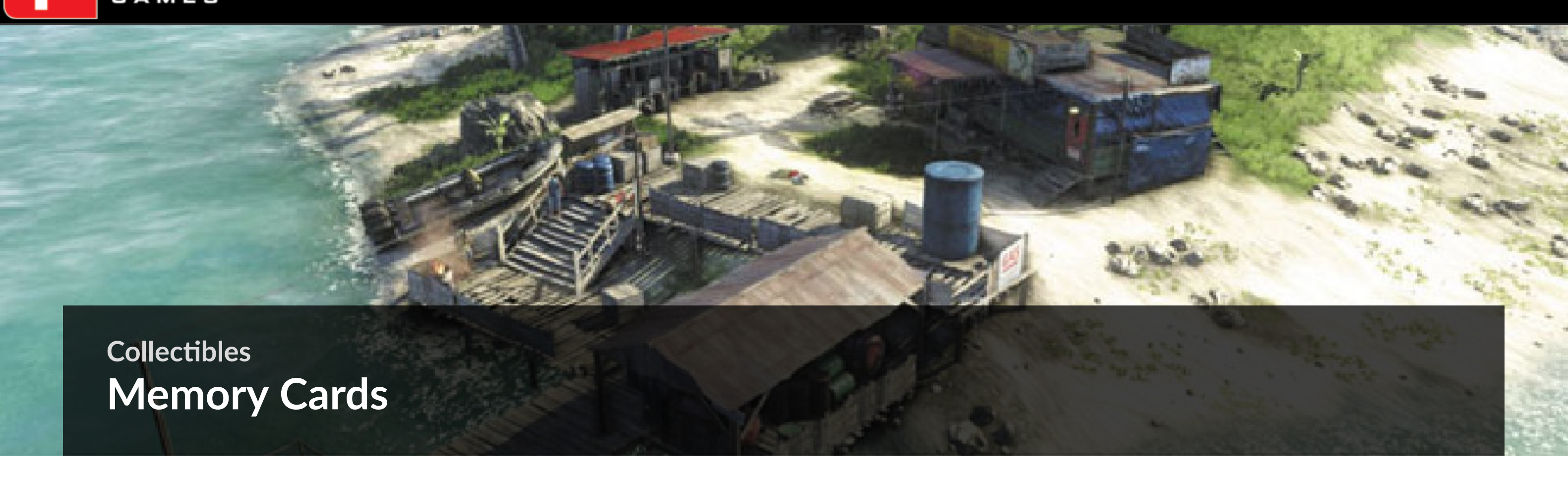
Once you're here, you can look behind a shack and find a ladder that leads down into an old trench. At its end, you can find a mummified soldier clutching the Letter, with three grenades, some ammo, and two medkits nearby.

#20: Hurk's Fourth Letter



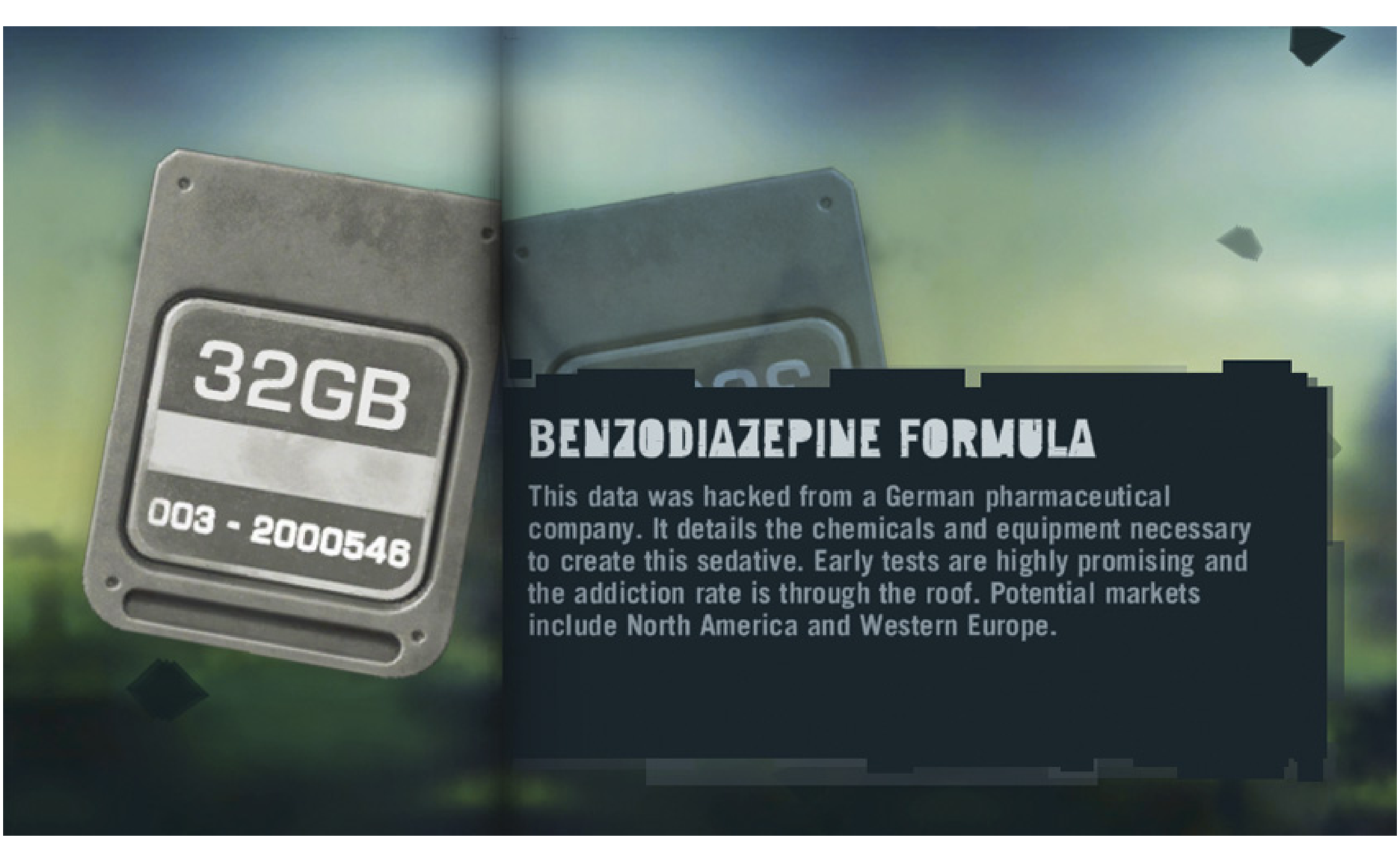


Start at Thurston Town and go west, following the South Island's northern coastline. About 840 meters from Thurston Town (or if you prefer, 430 meters northwest from Delta Camp), there's a wrecked bunker on the shoreline facing north, right by the side of the road. It's a little tricky to find your way inside, but the entrance is on the west end. The final Letter is held by a dead soldier, slumped on a mattress in the corner of the basement.



Collectibles

Memory Cards



BENZODIAZEPINE FORMULA

This data was hacked from a German pharmaceutical company. It details the chemicals and equipment necessary to create this sedative. Early tests are highly promising and the addiction rate is through the roof. Potential markets include North America and Western Europe.

Unsurprisingly, given the rest of what they're into, Vaas and Hoyt have also turned Rook Island into one of the hubs of the international drug trafficking circuit. While you're blowing up their stuff, killing their men, taking over their territory, and generally cancelling their holidays, you can also dig up a series of twenty Memory Cards that provide new evidence and insight into the island's drug trade.

All twenty Memory Cards are found in the safe rooms of liberated outposts, near the automated vendor. Each is worth $250 and a random piece of drug-related loot. As the safe house door in any outpost will not open at all until it has been captured, you cannot claim a Memory Card by stealth.

Finding ten Memory Cards unlocks the Shredder signature weapon for purchase.

#1: Barbiturates Formula

Liberate the Orphan Point outpost.

#2: Benzodiazepine Formula

Liberate the Welshore Wrecker's House outpost.

#3: Cocaine Formula

Liberate the Amanaki Village outpost.

#4: Crack Cocaine Formula

Liberate the Northview Gas outpost.

#5: Ecstasy Formula

Liberate the Rust Yard outpost.

#6: Failed Drug Patent 1 Formula

Liberate the Cliffside Overlook outpost.

#7: Failed Drug Patent 2 Formula

Liberate the Old Mines outpost.

#8: Failed Drug Patent 3 Formula

Liberate the AM 12 outpost.

#9: GHB Formula

Liberate the Hubert Shore Power outpost.

#10: Heroin Formula

Liberate the Broken Neck Home outpost.

#11: Ketamine Formula

Liberate the Camp Murder outpost.

#12: Khat Formula

Liberate the Kell's Boat Repairs outpost.

#13: Krokodil Formula

Liberate the Nat's Repairs outpost.

#14: LSD-25 Formula

Liberate the Lazy Shore Marina outpost.

#15: Marijuana Formula

Liberate the Bridge Control outpost.

#16: Meth Formula

Liberate the Spine Ridge Site outpost.

#17: Mushrooms Formula

Liberate the Longshore View outpost.

#18: Opium Formula

Liberate the North Krige Crest outpost.

#19: PCP Formula

Liberate the Maw Docks & Repairs outpost.

#20: Spice Formula

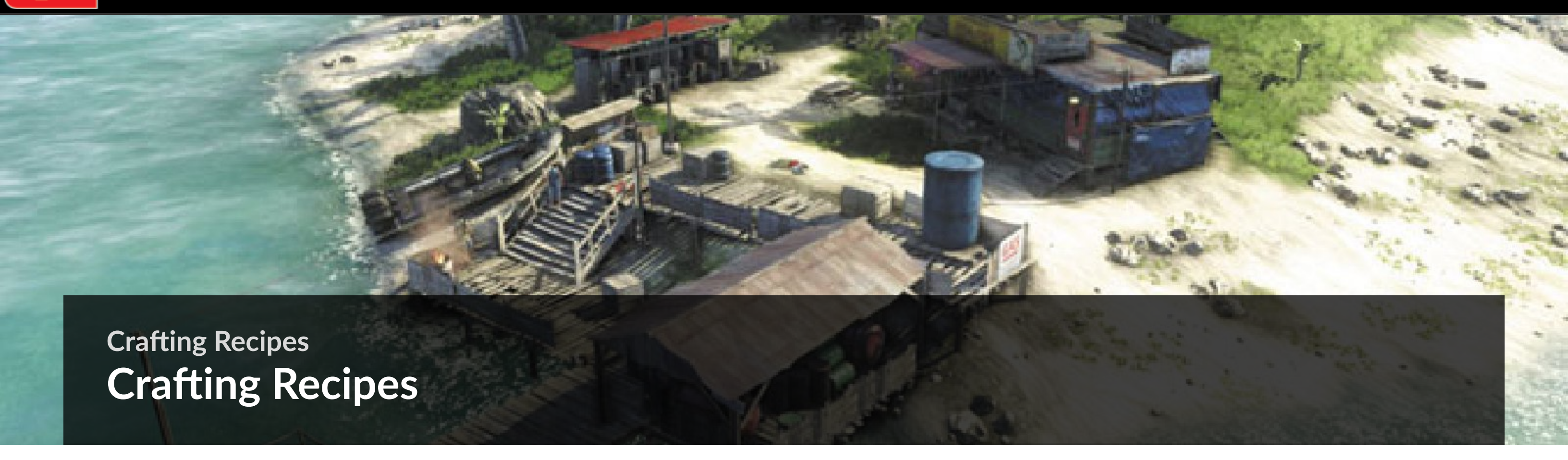
Liberate the Satellite Communication Hub outpost.

Loot

Whenever you search a corpse or raid a loot box on Rook Island, you find a loot item in addition to cash and ammunition. No one's sure how these items got here, what they meant, or where they came from, but they're here now and you can usually find somebody who wants to buy them. Loot items have no purpose besides being hocked for some quick cash, and are kept in your Rucksack alongside Leaves and animal skins.

As a rule, loot boxes in or near the Chinese ruins or Japanese bunkers have the most valuable items inside. You should also make it a habit to loot bodies whenever possible, as while most of the pirates don't have much of worth in their pockets, their commanders or Hoyt's privateers are often carrying expensive trinkets like Gemstones or Conflict Diamonds. The Loot Takedown Skill helps with this.

Loot	Text	Value
Ace Playing Card	An Ace of Clubs, one of the edges slightly nicked. Good for cheating at a poker game.	$25.00
Alcohol Flask	A flask of bootleg alcohol. Distilled locally and strong enough to blind a goat.	$15.00
Amphetamines	A small bottle of amphetamines, with a hand-written label: "Here's the top shit I promised. Enjoy ;-) L."	$70.00
Ancient Coins	Ancient Chinese coins can be up to 2,500 years old. Who knows how old the ones on Rook Island are.	$40.00
Batteries	Used batteries. They may still hold a small charge.	$10.00
Beaded Necklace	A simple beaded necklace most likely made by one of the locals.	$5.00
Beautiful Seashell	It won't be hard to find a buyer for this beautiful seashell.	$5.00
Big Feather	An oversized feather. What it is doing here is a mystery.	$1.00
Black Poker Chip	A black poker chip, the embossed stamp showing it as loot from the Jeni Soleil Casino Cruise heist.	$60.00
Blue Poker Chip	A common blue poker chip from the Jeni Soleil Casino Cruise heist. Probably worth a few dollars.	$10.00
Boar Fetish Item	Looks like a small carving of a boar. Someone must have a thing for them.	$13.00
Bootleg DVD	A bootleg DVD with 'XXX' scrawled on it in felt tip. It has been played a lot of times.	$10.00
Broken Compass	This compass no longer works, but it'd make a nice paperweight.	$10.00
Bronze Arrowhead	The Six Noble Arts of the Zhou dynasty list archery as a skill worthy of the emperor.	$45.00
	This arrowhead is worthy of whatever you can sell it for.	
Bronze Pendant	Bronze working started in the Xia Dynasty. Maybe that little fact will get you a few more bucks for this when you sell it.	$40.00
Ceramic Pot	This pot likely predates more exquisite porcelain wares, but you can probably still sell it for some cold hard cash.	$40.00
Ceremonial Knife	An ornately detailed ceremonial knife. Its original use is likely long forgotten.	$60.00
Chocolate Bar	Chocolate. Full of calories but way past its expiration date.	$15.00
Cigarettes	Cigarettes. Probably as valuable here as they would be in a prison.	$15.00
Clay Water Dropper	These were used to dilute ink when writing calligraphy or painting. Surely someone here will pay to take it off your hands.	$45.00
Cocaine Packet	Good old-fashioned cocaine. Some drugs never go out of style.	$20.00
Conflict Diamond	A rare African conflict diamond, probably brought over by a mercenary. It's sure to fetch a pretty penny.	$75.00
Cuban Cigar	A knock-off "Cuban" cigar, more filler weed than quality tobacco.	$24.00
Dog Meat	A paper bag, damp with red spots and buzzing with flies. You can sell that. Sure.	$5.00
Doll Head	The head of a doll with creepy oversized eyes. Both its body and owner were likely lost long ago.	$2.00
Dragon Brooch	The Chinese sure love their dragons. Did you know that it's the only mythical creature on the Chinese zodiac?	$60.00
Earthenware Figurine	A smaller version of a soldier from the famous Terracotta Army. It may look like a cheap tourist item, but it's the genuine article.	$60.00
Ephedrine Pill	An ephedrine pill, handy for those with a stuffy nose and meth cooks.	$9.00
Fake Bills	Counterfeit money with flattened zeroes. Perhaps printed from the Shah of Iran's missing printing press?	$10.00
Fake ID	A fake piece of ID? Who the hell cards in this part of the world?	$10.00
Feathers*	Feathers have a surprising number of uses. Just ask the ancient Romans. But really, you should just sell them.	$5.00
Funerary Urn	Chances are, some important Chinese figure rests within, but there's no way to confirm that. Just sell it and be done with it.	$50.00
Gemstone	A precious gemstone. Someone will pay good money for this.	$80.00
Glazed Wall Plaque	This decorative wall plaque would make any antique collector giddy. Too bad there aren't any around Rook Island.	$45.00
Glue	Glue: around these parts it's more likely to be used as recreation rather than for its intended purpose.	$22.00
Gold Chain	A gold chain that went out of style decades ago.	$30.00
Green Poker Chip	A regular poker chip, green, from the Jeni Soleil Casino Cruise heist.	$10.00
Half-Crumpled Cigarettes	A half-crumpled pack of cigarettes. Looks like someone wanted to quit, but changed his mind.	$12.00
Hand-Carved Bowl	A crude but old Chinese bowl. It's probably seen a lot of noodles in its time. You should be able to get some cash for it.	$35.00
Heron Fetish Item	This carving of a heron was beautifully carved by someone with real talent.	$14.00
Ivory Carving	An ivory carving. Illegal, but beautifully made.	$40.00
Jack Playing Card	A Jack of Diamonds. Someone drew a dick on poor Jack.	$15.00
Jade Figurine	Chinese jade can date back to Neolithic times. Too bad no one on Rook Island knows what that means.	$55.00
	Still, it should be worth some cash.	
Joint	A day-old marijuana joint, half-smoked and still pungent.	$16.00
King Playing Card	A King of Diamonds, embossed in gold leaf no less. Appears to be valuable.	$15.00
LCD Wrist Watch	At one time this LCD watch would've been considered high-tech.	$15.00
Leather**	This is a decent strip of leathery skin, and it should fetch a good price at the store.	$10.00
Leather Wallet	A worn and empty leather wallet, still soft, probably made from boar skin.	$16.00
Merc Dog Tags	A set of dog tags, probably from some merc who wanted to remember his years in the military when he meant something.	$15.00
Meth Crystals	Crystal meth, the poor man's cocaine. Its purity is questionable.	$25.00
Meth Pipe	A meth pipe that's seen heavy use.	$8.00
Mini-Flashlight	A mini-flashlight like this would likely be a sought-after item in these parts.	$12.00
Narcotic Mushroom	A small bag of dried hallucinogenic mushrooms. Barely strong enough to spice a salad.	$45.00
Photo of a Dwarf	A picture of a naked dwarf, laughing and pointing at the camera. And he's not using his fingers.	$1.00
Pink Handcuffs	Why would someone place these pink and fuzzy stripper handcuffs here? Scratch that. Do you really want to know?	$15.00
Polymer Bank Note	A polymer bank note, much more durable than paper money.	$60.00
Porcelain Jug	Your typical example of Chinese porcelain, or "China" as some folks call it.	$45.00
	This would sell for a mint in the States, but expect less around these parts.	
Porn Mag	A tattered porno mag with stuck pages and far too much mileage. Handle with care.	$18.00
Queen Playing Card	A Queen of Hearts with extra hearts added. How cute.	$15.00
Red Poker Chip	A red poker chip with worn inlay, but definitely from the Jeni Soleil Casino Cruise heist.	$10.00
Ripped Teddy Bear	An old teddy bear, eye missing and a musty smell. Stuffing is visible between the stitches.	$12.00
	A worn, ripped label names the bear "Bo B--".	
Rodent Skull Necklace	This necklace is adorned with the skull of a small rodent. Classy.	$12.00
Rusty Trombone	It's a rusty trombone! Who knew that was real!	$7.00
Rusty Utility Knife	This rusty utility knife is dull and worn. It wouldn't even cut paper.	$12.00
Sancai Statuette	Sancai translates into "three colors." This little statuette used to fit well into that category,	$55.00
	but time and age have turned it into a "one-cai."	
Sculpted Medicine Bottle	Chinese medicine can include everything from ginseng to powdered tiger bones.	$55.00
	A person who believes in that stuff will buy anything.	
Shell***	Shells are hard and durable. You can definitely profit from them at the store.	$10.00
Shutter Shades	A pair of plastic sunglasses, shutter like they fell out of an 80s music video. Tragically mismatched in this hell.	$5.00
Smartphone	A battered smartphone. Last year's model, but it'll still fetch a few pennies around here.	$65.00
Someone's Keys	Whoever lost these keys won't be getting them back anytime soon.	$10.00
Spent Lighter	Someone's lucky lighter. It's little more than a trinket now that it's out of lighter fuel.	$1.00
Spider Fetish Item	A detailed carving of a spider. Keep away from arachnophobes.	$14.00
Sunglasses	Sunglasses that were once tragically hip but are now just tragic.	$10.00
Toothpaste	Toothpaste. Good to see someone still cares about dental hygiene out here.	$16.00
Traffic Cone	Bright orange traffic cone with reflective stripes. The hallmark of any good night out.	$6.00
Water Purification Pills	Water purification pills, vital for staying hydrated without getting the runs.	$25.00
White Poker Chip	A white poker chip worth $10, even though someone tried to scratch an extra zero on the end.	$10.00



Crafting Recipes

Crafting Recipes

There are two different kinds of crafting you can do in Far Cry 3. The first involves creating new chemical blends to use via your syringes; the second is fashioning new pouches and bandoliers out of the skins and hides of the animals of the island.

In the first case, you're given the recipe for Medical syringes early in the game, as part of a mandatory story mission. The rest of the syringe recipes are unlocked gradually as rewards for finding collectibles or completing story missions.

In the second, you gradually figure out how to create bigger and better containers by making the simpler, smaller ones. The first three upgrades for any bandolier are made using the skins of conventionally available animals found throughout the island.

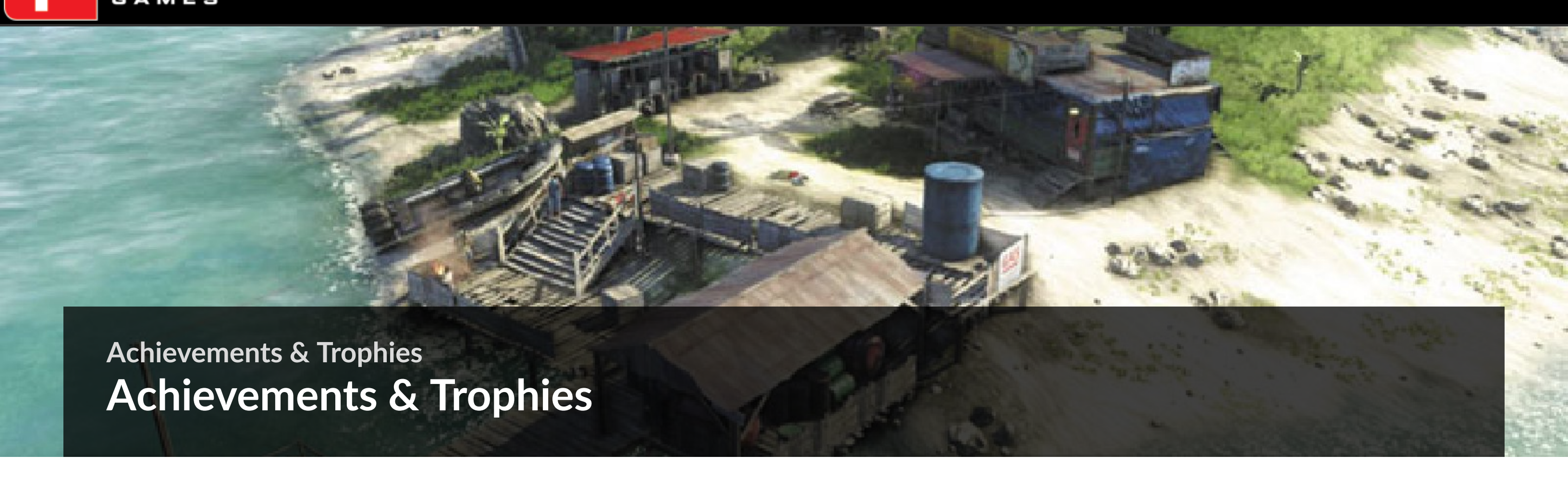
The final upgrade for every container you possess, with the exceptions of Weapon Holsters and Rocket Packs, is made using the skin of a unique animal. These cannot be found under ordinary circumstances, and are the specific targets of various Path of the Hunter quests.

The tracked Recipes statistic in your Handbook works off the syringe recipes you know and of the containers you've created. If you've unlocked the next largest size of a given container but have not yet created it, it will not count towards your Recipes total until you've actually put it together.

Note

There is no "extended" rocket pack.

Item	Effect	Materials	Unlock
Syringes			
Medical			
Endorphin Boost	You receive a 100% heal and 4 extra health blocks. These blocks are permanent until depleted, but will not regenerate.	Green Leaf x2, Blue Leaf x1	Complete "Piece of the Past"
Medicine	Restore 2 health bars (base).	Green Leaf x1	Complete "Harvest the Jungle"
Hunting			
Animal Repellent	Hostile land animals will not attack you. Duration: 40 seconds.	Amber Leaf x2	Complete "Mushrooms in the Deep"
Deadly Hunter	Your attacks deal more damage to animals. Duration: 20 seconds.	Amber Leaf x2, Crimson Leaf x1	Complete "Playing the Spoiler"
Hunter's Instinct	Timid animals will not flee when you approach; animals can be seen from range. Duration: 40 seconds.	Amber Leaf x1	Complete "Secure the Outpost"
Combat			
Enhanced Perception	You can detect enemies and explosives by scent, automatically tagging any that appear within your line of sight. Duration: 40 seconds.	Crimson Leaf x1	Complete "The Medusa's Call"
Fireproof	You become immune to fire damage for the duration of the syringe's effect. Duration: 20 seconds.	Crimson Leaf x2	Complete "Secure the Outpost"
Sharpshooter	You receive a boost to your accuracy when not firing along iron sights. Duration: 20 seconds.	Crimson Leaf x2, Amber Leaf x1	Complete "A Man Called Hoyt"
Exploration			
Deep Dive	You do not use up oxygen while underwater until the syringe's effect wears off. Duration: 40 seconds.	Blue Leaf x2, Green Leaf x1	Complete "Island Park Hotel"
Nature Boy	Plants in the area can be seen through scent. Duration: 40 seconds.	Blue Leaf x1	Complete "Once More With Dignity"
Sprint Burst	Both running and swimming speeds are dramatically increased. Duration: 20 seconds.	Blue Leaf x2	Complete "Saving Oliver"
Special			
Untouchable	Become immune to damage for the duration of the syringe's effect. Duration: 20 seconds.	White Leaf x2, Blue Leaf x5,	
Green Leaf x5	Find 30 Relics		
Touch of Death	Every shot you take is a one-hit kill. Duration: 20 seconds.	White Leaf x2, Amber Leaf x5, Crimson Leaf x5	Find 40 Relics
Weapon Holsters			
Simple Holster	Carry 1 extra gun.	Goat Skin x1	Complete "Harvest the Jungle"
Rugged Holster	Carry 2 extra guns.	Deer Hide x2	Craft Simple Holster
Heavy Duty Holster	Carry 3 extra guns.	Shark Skin x2	Craft Rugged Holster
Wallets			
Simple Wallet	Carry up to $2000.	Pig Hide x1	Complete "Secure the Outpost"
Rugged Wallet	Carry up to $4000.	Cassowary Leather x2	Craft Simple Wallet
Heavy Duty Wallet	Carry up to $6000.	Shark Skin x2	Craft Rugged Wallet
Extended Wallet	Carry up to $10000.	One Horn Leather x1	Craft Heavy Duty Wallet
Rucksacks			
Simple Rucksack	Carry up to 32 skins, leaves, and loot items.	Boar Hide x2	Complete "Harvest the Jungle"
Rugged Rucksack	Carry up to 48 skins, leaves, and loot items.	Tapir Hide x2	Complete "Secure the Outpost"
Heavy Duty Rucksack	Carry up to 64 skins, leaves, and loot items.	Dingo Pelt x4	Craft Rugged Rucksack
Extended Rucksack	Carry up to 96 skins, leaves, and loot items.	Undying Bear Leather x1	Craft Heavy Duty Rucksack
Syringe Kits			
Simple Syringe Kit	Carry up to 5 syringes.	Pig Hide x1	Complete "Secure the Outpost"
Rugged Syringe Kit	Carry up to 7 syringes.	Dog Skin x3	Craft Simple Syringe Kit
Heavy Duty Syringe Kit	Carry up to 9 syringes.	Leopard Skin x2	Craft Rugged Syringe Kit
Extended Syringe Kit	Carry up to 12 syringes.	Black Panther Leather x1	Craft Heavy Duty Syringe Kit
Ammo Pouches			
Simple Ammo Pouch	Carry more handgun, assault rifle, shotgun, sniper rifle, and LMG ammunition.	Boar Hide x2	Complete "Secure the Outpost"
Rugged Ammo Pouch	Carry more handgun, assault rifle, shotgun, sniper rifle, and LMG ammunition.	Buffalo Hide x2	Craft Simple Ammo Pouch
Heavy Duty Ammo Pouch	Carry more handgun, assault rifle, shotgun, sniper rifle, and LMG ammunition.	Tiger Skin x2	Craft Rugged Ammo Pouch
Extended Ammo Pouch	Carry more handgun, assault rifle, shotgun, sniper rifle, and LMG ammunition.	Golden Tiger Leather x1	Craft Heavy Duty Ammo Pouch
Throwable Packs			
Simple Grenade Pouch	Carry up to 4 grenades and 4 Molotovs.	Goat Skin x2	Complete "Secure the Outpost"
Rugged Grenade Pouch	Carry up to 6 grenades and 6 Molotovs.	Deer Hide x2	Craft Simple Grenade Pouch
Heavy Duty Grenade Pouch	Carry up to 8 grenades and 8 Molotovs.	Komodo Dragon Skin x3	Craft Rugged Grenade Pouch
Extended Grenade Pouch	Carry up to 12 grenades and 12 Molotovs.	Blood Komodo Leather x1	Craft Heavy Duty Grenade Pouch
Munitions Pouch			
Simple Munitions Pouch	Carry up to 3 C4 and 3 land mines.	Goat Skin x2	Complete "Secure the Outpost"
Rugged Munitions Pouch	Carry up to 4 C4 and 4 land mines.	Leopard Skin x2	Craft Simple Munitions Pouch
Heavy Duty Munitions Pouch	Carry up to 5 C4 and 5 land mines.	Bear Skin x2	Craft Rugged Munitions Pouch
Extended Munitions Pouch	Carry up to 6 C4 and 6 land mines.	White Belly Tapir Leather x1	Craft Heavy Duty Munitions Pouch
Flamethrower Fuel Slings			
Simple Fuel Sling	Carry another 100 units of flamethrower fuel.	Dog Skin x2	Complete "Secure the Outpost"
Rugged Fuel Sling	Carry another 100 units of flamethrower fuel.	Boar Hide x2	Craft Simple Fuel Sling
Heavy Duty Fuel Sling	Carry another 100 units of flamethrower fuel.	Komodo Dragon Skin x2	Craft Rugged Fuel Sling
Extended Fuel Sling	Carry another 100 units of flamethrower fuel.	Yellow Neck Leather x1	Craft Heavy Duty Fuel Sling
Rocket Packs			
Small Rocket Pack	Carry up to 4 RPG-7 rounds and 8 GL-94 rounds.	Deer Hide x1	Complete "Secure the Outpost"
Rugged Rocket Pack	Carry up to 5 RPG-7 rounds and 10 GL-94 rounds.	Dingo Pelt x4	Craft Small Rocket Pack
Heavy Duty Rocket Pack	Carry up to 6 RPG-7 rounds and 12 GL-94 rounds.	Tiger Skin x3	Craft Rugged Rocket Pack
Quivers			
Simple Arrow Quiver	Carry up to 10 regular and 10 special arrows at once.	Goat Skin x1	Complete "Secure the Outpost"
Rugged Arrow Quiver	Carry up to 15 regular and 10 special arrows at once.	Tapir Hide x2	Craft Simple Arrow Quiver
Heavy Duty Arrow Quiver	Carry up to 20 regular and 10 special arrows at once.	Bear Skin x2	Craft Rugged Arrow Quiver
Extended Arrow Quiver	Carry up to 30 regular and 10 special arrows at once.	Maneater Shark Skin x1	Craft Heavy Duty Arrow Quiver
Special Arrows			
Explosive Arrow	This arrow detonates on impact.	Grenade x1, Arrow x1	Complete "Kick the Hornet's Nest"
Fire Arrow	This arrow creates a fire at its point of impact.	Molotov x1, Arrow x1	Complete "Keeping Busy"

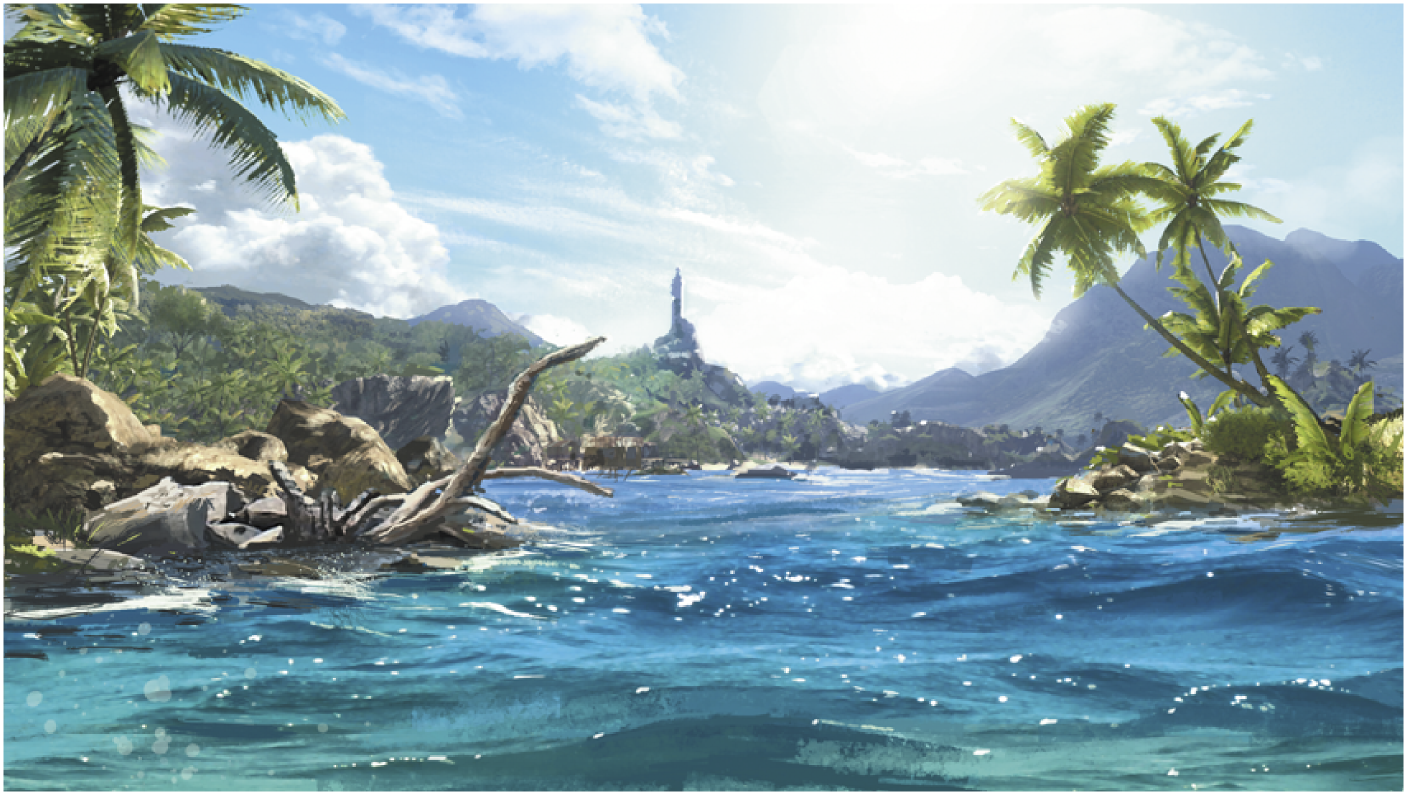


Achievements & Trophies

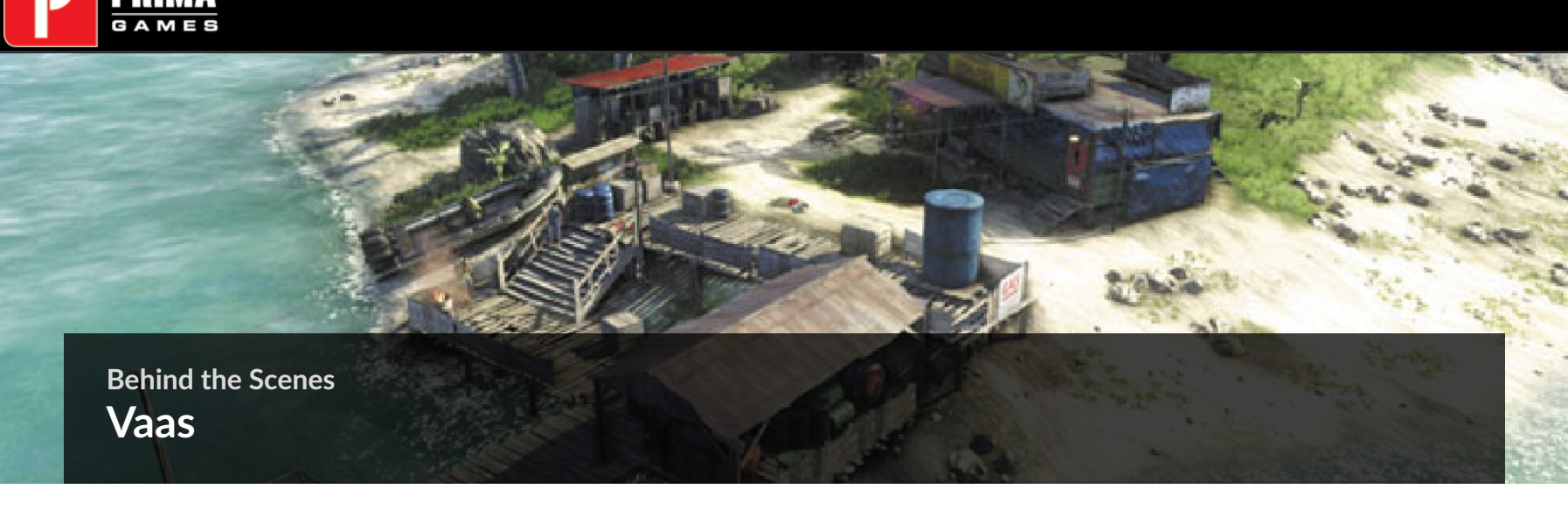
Achievement	Description	How To Obtain	Gamer Points	Trophy
Main Campaign				
First Blood	Escape the pirates and survive in the wilderness.	Complete "Make A Break For It"	10	Bronze
Magic Mushroom	Return to the doctor with the cave mushrooms.	Complete "Mushrooms in the Deep"	20	Bronze
Worst Date Ever	Rescue Liza from the burning building.	Complete "Island Park Hotel"	20	Bronze
One of Us	Complete the Rakyat initiation.	Complete "Meet Citra"	20	Bronze
Hands Off My Stoner	Rescue Oliver from the pirates.	Complete "Saving Oliver"	20	Bronze
Retake Wall Street	Rescue Keith from Buck.	Complete "Unhappy Reunion"	20	Bronze
Have I Told You?	Survive the encounter with Vaas and escape.	Complete "Warrior Rescue Service"	50	Silver
Taken for Granted	Kill Vaas.	Complete "Payback"	50	Silver
Higher Than a Kite	Use your wingsuit to reach the South Island.	Complete "Fly South" and successfully land on the South Island.	20	Bronze
Deep Cover	Complete Riley's interrogation.	Complete "All In"	20	Bronze
Poker Night	Kill Hoyt.	Complete 'Aced in the Hole'	50	Silver
What a Trip	Attend the final ceremony.	Complete "Hard Choices"; pick either option	100	Gold
Co-Op Campaign				
Here We Come	Complete "Ready or Not"	Complete "Ready or Not"	20	Bronze
Return to Sender	Complete "Sidetracked"	Complete "Sidetracked"	20	Bronze
Rocking the Boat	Complete "Overboard"	Complete "Overboard"	20	Bronze
Hide and Seek	Complete "Lights Out"	Complete "Lights Out"	20	Bronze
Late Night Pick-Up	Complete "Rush Hour"	Complete "Rush Hour"	20	Bronze
Getting Even	Complete "Payback"	Complete "Payback"	20	Bronze
Exploration				
Free Fall	Freefall more than 100m and live (single-player only).	The best place to get this is at the end of the "Fly South" mission, if you delay deploying the parachute for a minute or so.	5	Bronze
Rebel With a Cause	Liberate 3 outposts.	You get Amanaki Outpost for "free," so pick your favorites for the other two.	10	Bronze
Island Liberator	Liberate all outposts.	See pg. 204.	40	Silver
Unheard	Liberate an outpost without triggering an alarm.	The easiest outpost to take down quietly is the Welshore Wrecker's House (pg. 187).	20	Bronze
Full Bars	Deactivate the scramblers on 9 radio towers.	See pg. 226.	20	Silver
Archeology 101	Gather a total of 60 Relics.	See pg. 234.	20	Silver
Dead Letters	Gather all "Letters of the Lost".	See pg. 257.	20	Silver
Memory to Spare	Gather all the Memory Cards.	See pg. 265. This goes hand in hand with Island Liberator.	20	Silver
Say Hi to the Internet	Find the lost Hollywood star.	Interact with the head of the buried man (reference to the Far Cry 3 box art) near Rook Point Tower (coordinates, X: 620; Y: 558).	10	Bronze
Jungle Journal	Unlock 50 entries in the Handbook's Survival Guide.	You gradually unlock entries as you explore the island and complete missions. This should happen all on its own.	20	Silver
Bagged and Tagged	Complete a Path of the Hunter quest.	See pg. 178.	10	Bronze
Road Trip	Complete a Supply Drop quest.	See pg. 194.	10	Bronze
In Cold Blood	Complete a Wanted: Dead quest.	See pg. 186.	10	Bronze
Let the Trials Begin	Beat any Trial of the Rakyat score.	See pg. 174. "Frag Me Up" is a fun and easy Trial to get a high score on.	10	Bronze
Fearless or Stupid	Dive more than 60m (single-player only).	This requires you to do some deep-sea diving off the coast of the island. Relics #42 and #52 are both about this deep.	15	Bronze
Combat				
Heartless Pyro	Kill 50 enemies with the flamethrower (single-player only).	This is tough, since a lot of enemies tend to die to the fires the flamethrower starts rather than the flamethrower itself. Take it along to the South Island and use it while you've got the Privateer's Uniform so you can get close before you open up.	10	Bronze
Love the Boom	Kill 4 enemies simultaneously with one explosion (single-player only).	The AM 12 outpost is great for this, since it has a huge pack of guard dogs. Bring an RPG and have fun.	10	Bronze
Rock Always Wins	Distract 25 enemies with rocks (single-player only).	Between outposts and the "Doppelganger" mission, this one's a gimme.	10	Bronze
Island Paparazzi	Tag 25 enemies using the camera (single-player only).	This is the primary use for the camera, so you should get this without trying.	15	Bronze
Improper Use	Kill an enemy with the Repair Tool (single-player only).	What? Hold a blowtorch to a guy's head. You mean you haven't tried that once already?	5	Bronze
Toxophilite	Kill a target from 70m or more with the bow (single-player only).	The achievement does not care if you use an Explosive Arrow to do this. Skate by on that technicality.	15	Bronze
Never Saw It Coming	Kill an enemy with a Death From Above Takedown from a glider, zipline, or parachute (single-player only).	Try to pull this off during "Deepthroat" in the story campaign. The mining facility is full of both guards and ziplines.	20	Bronze
Finances				
Aftermarket Junkie	Buy all attachments and paint jobs for one weapon.	That'll be $1200 for all six paint jobs. The cheapest guns for this purpose are the Skorpion and STG-90.	20	Bronze
Poker Bully	Win $1500 playing poker.	The highest-stakes game on the island is found during the Father's Burden side mission (see pg. 171). Completing it requires you to win at least this much at the table.	20	Silver
Money to Burn	Spend $5000 at the shop.	You should get this without a problem if you buy a signature weapon, on top of keeping yourself well-supplied with ammo and body armor.	15	Bronze
Skills & Experience				
Inked Up	Earn 5 skill tattoos.	Spend five Skill Points.	5	Bronze
Fully Inked	Earn every tattoo by learning all the skills.	Unlock and purchase all 46 Skill Points. This is likely to be one of the last if not the last achievements/trophies you get.	30	Gold
Crafting				
Artsy Craftsy	Craft 5 upgrades for your equipment.	You'll want to do this anyway. It can be accomplished early in the game using the pigs, deer, and dogs around Amanaki Village.	10	Bronze
Needle Exchange	Craft 25 syringes.	If you don't go through at least this many Medical syringes over the course of the game, you are a wizard.	15	Bronze
The Good Stuff	Craft a Special syringe.	Collect 30 Relics to unlock the Untouchable recipe, then go flower picking for the materials.	15	Bronze
Poacher	Hunt and skin a rare animal.	These show up during certain Path of the Hunter quests (see pg. 178).	20	Bronze
Hunter Hunted	Lure and kill a predator.	Take down any hostile animal other than a dog.	10	Bronze

Behind the Scenes

Behind The Scenes



Everything begins with a concept. It’s always surprising to watch how an idea evolves, from its earliest stages to the final product, and such is the case here. Thanks to the team at Ubisoft, we were able to put together a dossier on how *Far Cry 3* started, tracking it from its earliest stages to the finished product. Take a moment to enjoy this exclusive behind-the-scenes look at some of the art of *Far Cry 3* .



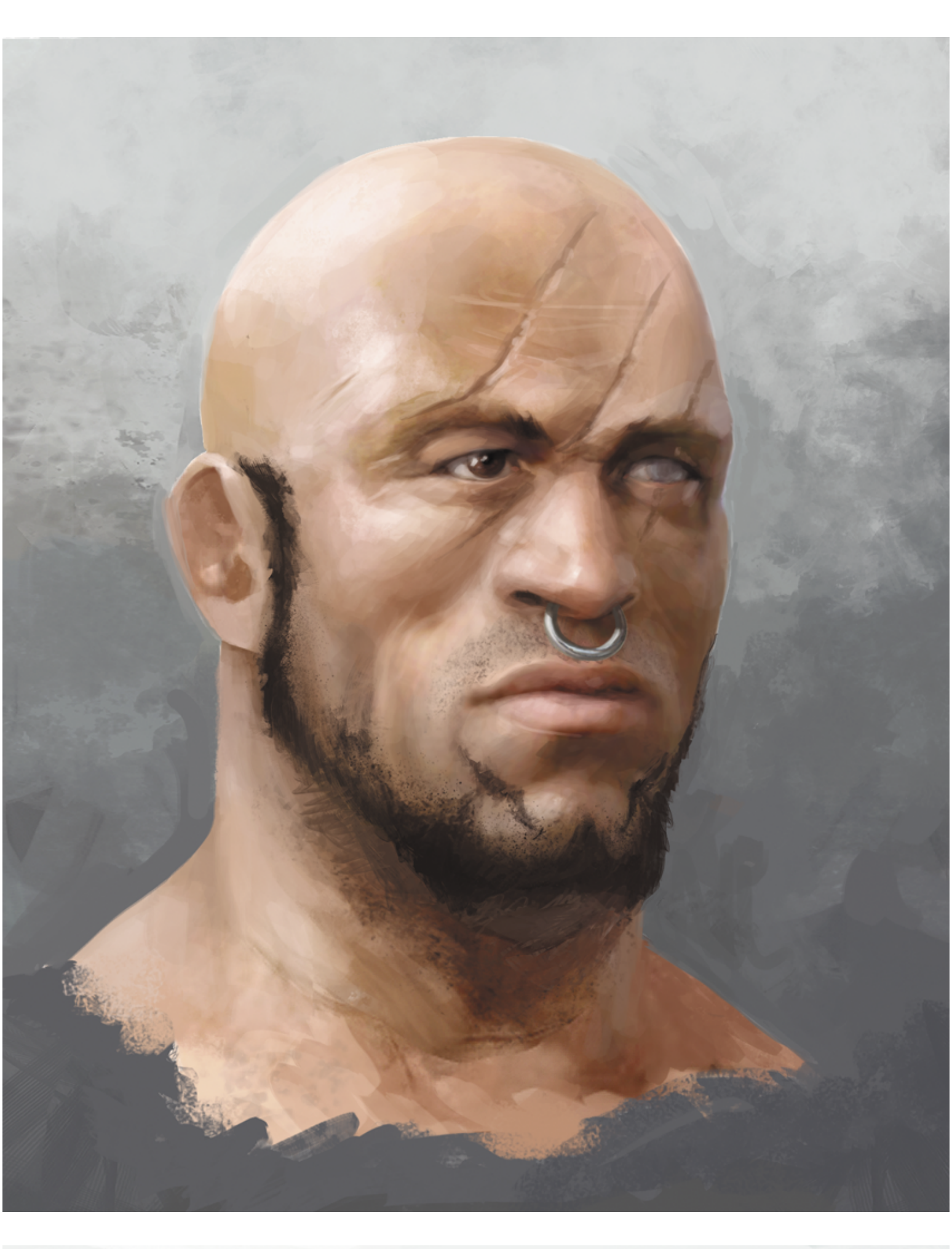
Vaas

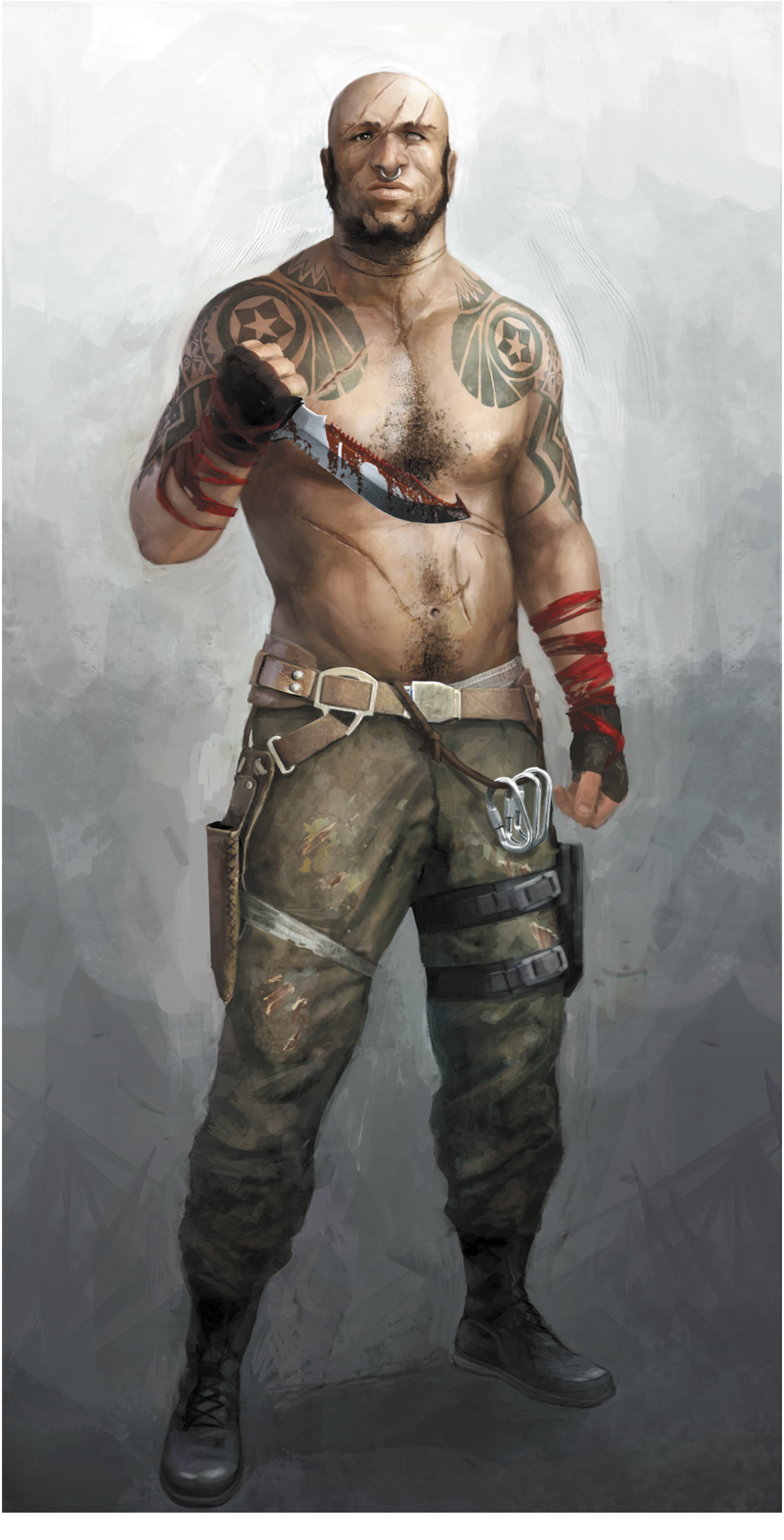
The only thing more dangerous than being on Vaas's side is opposing him. He's unpredictable, violent, merciless, sadistic, coked up to his eyeballs, and is fond of acting reasonable for just long enough to make his inevitable outbursts of rage that much worse by comparison.

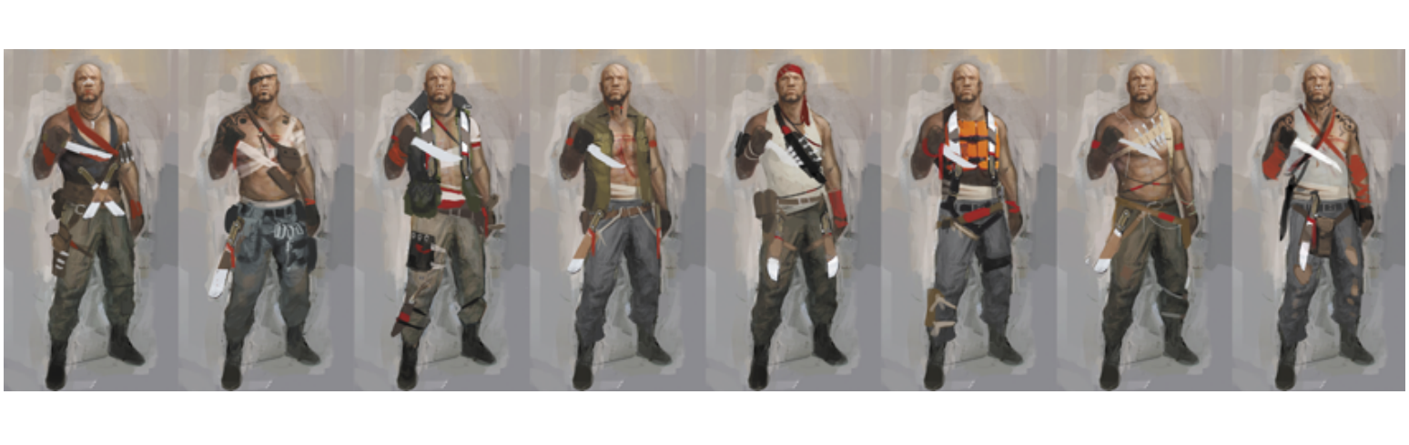
He was born as a high-ranking member of the Rakyat tribe, with his sister in line to become its leader. He could have been the most powerful warrior on the island, but instead, he became Hoyt Volker's right-hand man. Hoyt had everything Vaas thought he wanted: money, respect, and an immense amount of drugs. Now Vaas is Hoyt's enforcer, and runs most of Rook Island like his personal non-stop party. No one is safe from Vaas, whether they're with him or against him, and the occasional glimpses of his remaining humanity and decency just underscore his psychosis.

For anyone from outside the island who falls into Vaas's clutches, their life is subsequently either short and brutal or long and painful. He's fond of raising extra cash by kidnapping random tourists from around the Pacific Rim, holding them for ransom, and then selling them into slavery regardless of whether or not the money comes through.

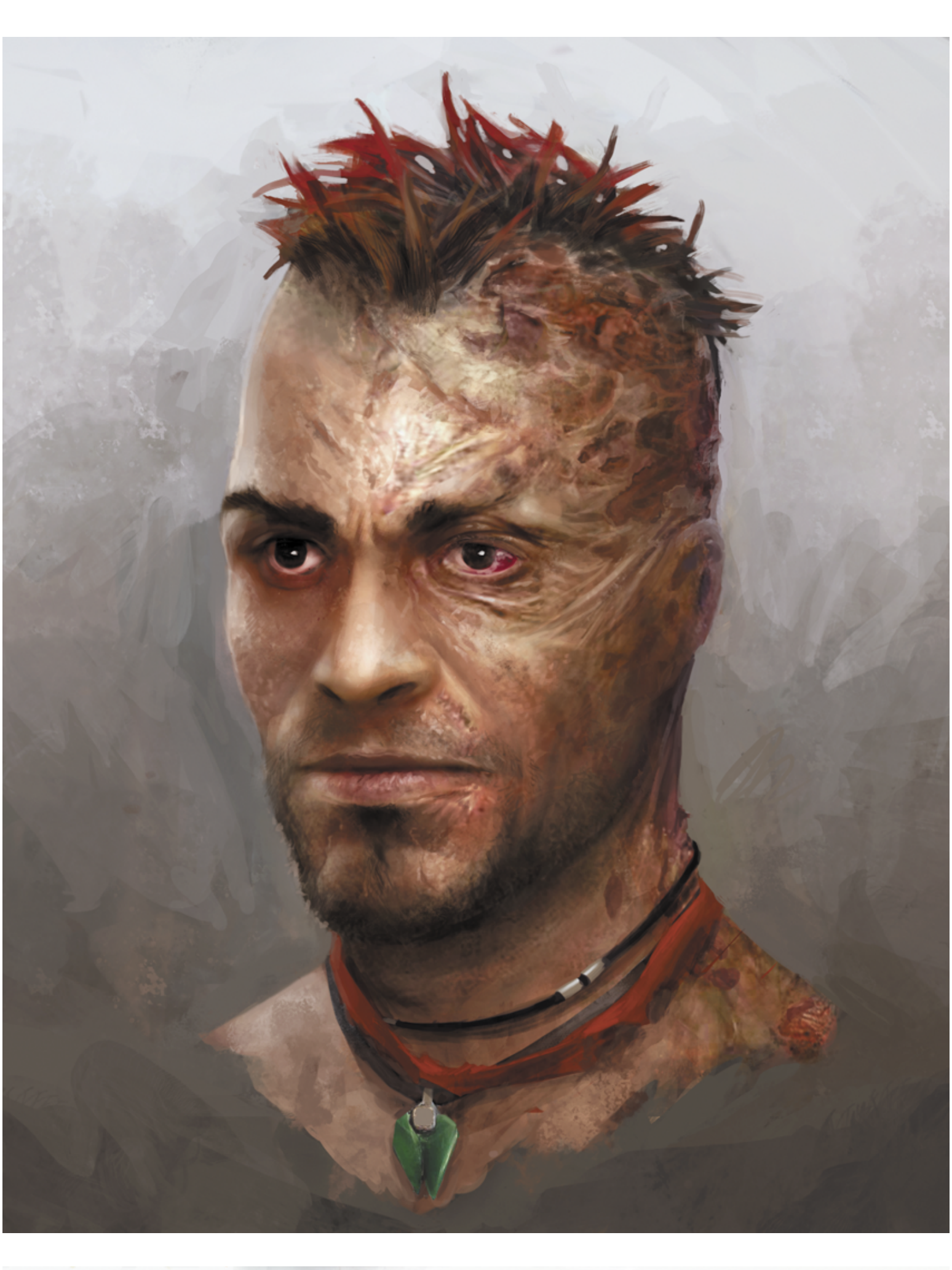
That was his plan with Jason Brody and his friends, but it didn't quite go as Vaas expected. Jason escapes his cell, and instead of being eaten alive by the jungle or killed by Vaas's men, he falls into the Rakyat's hands. Vaas wanted an easy payday, but now he's got a rival—one who could very easily pull Vaas's entire operation down around him. Enraged that a "pretty boy" would dare challenge him, Vaas screams, "If the jungle doesn't eat you alive, I will!"

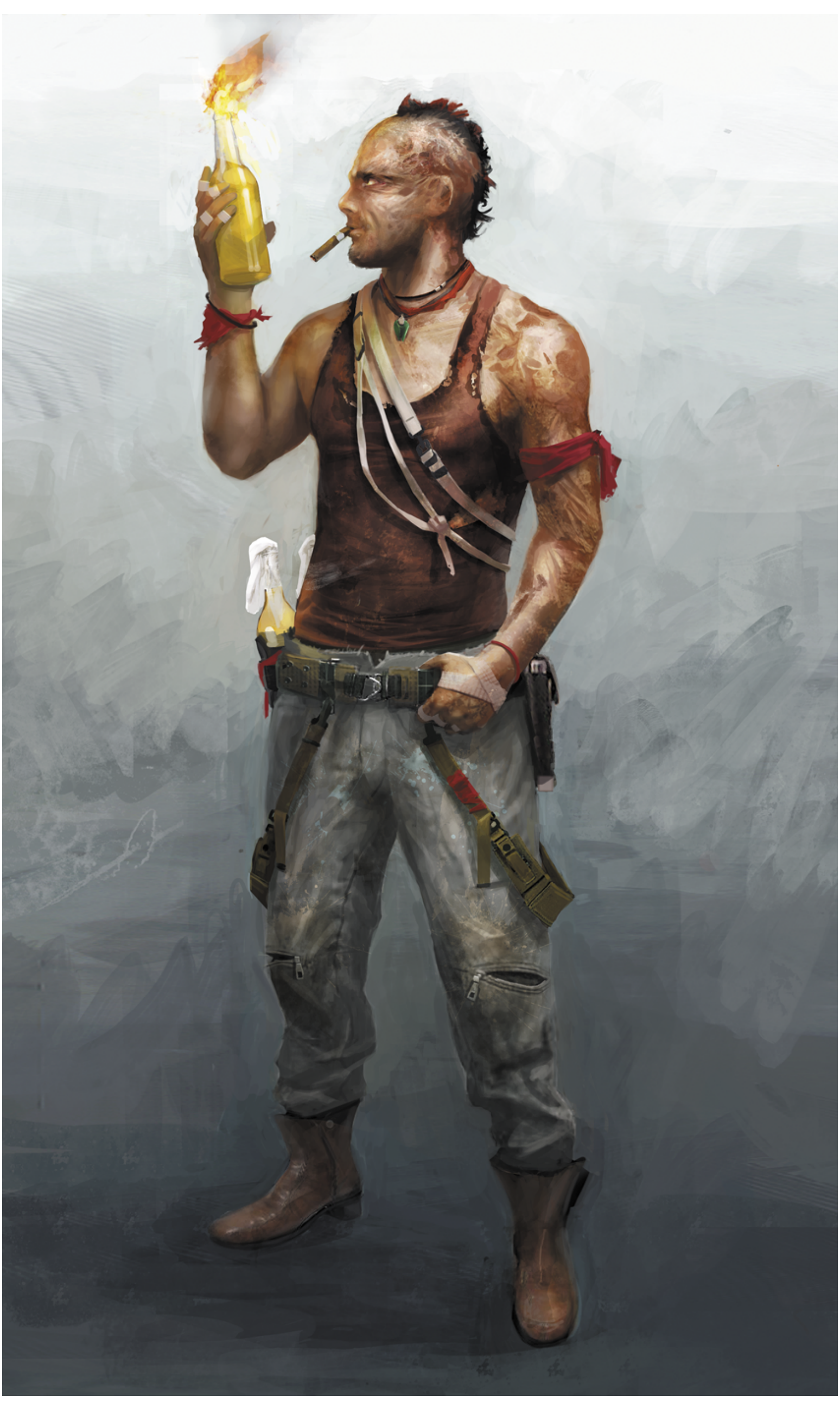




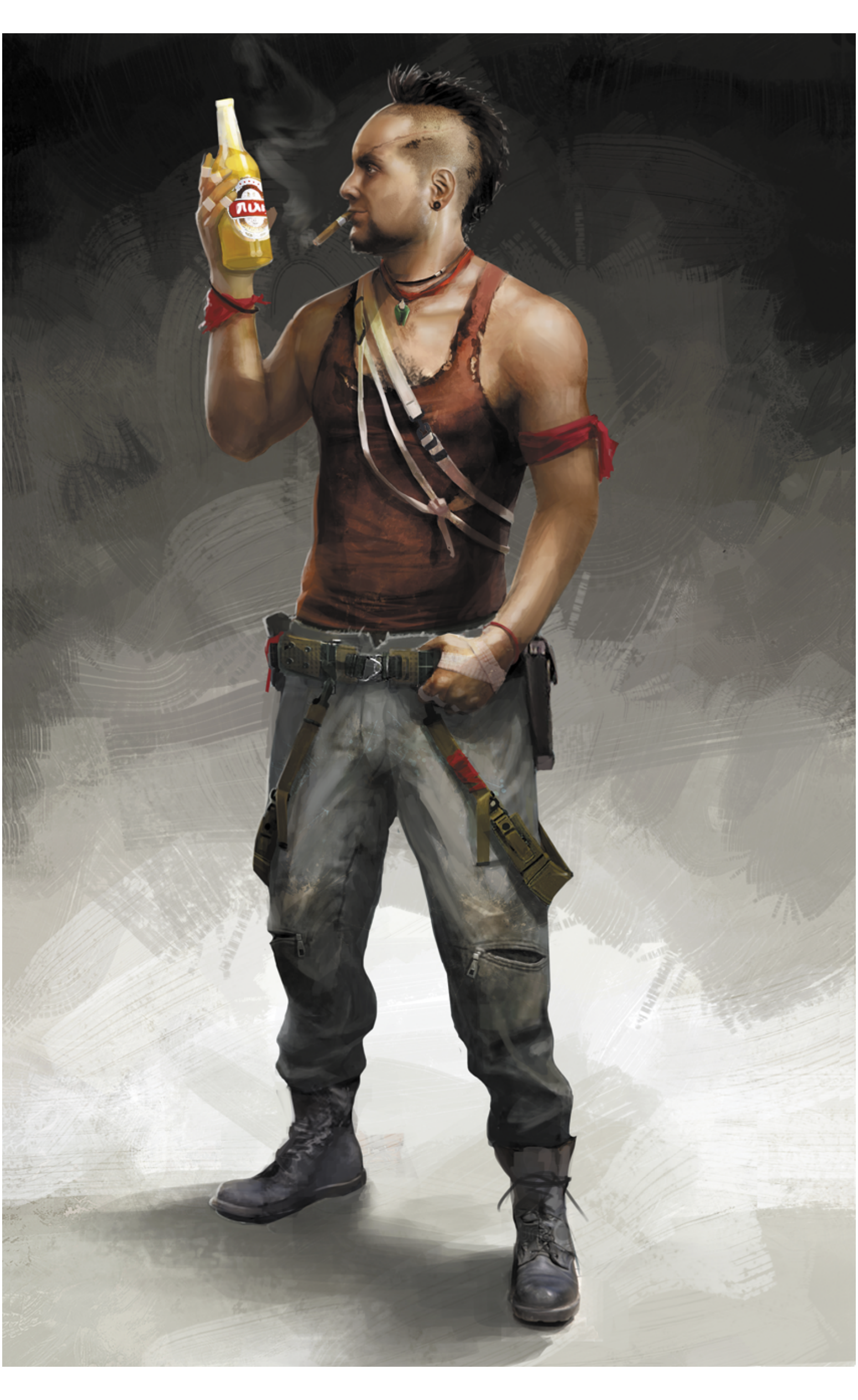


Bull character concept developed (brutish, aggressive, intimidating)

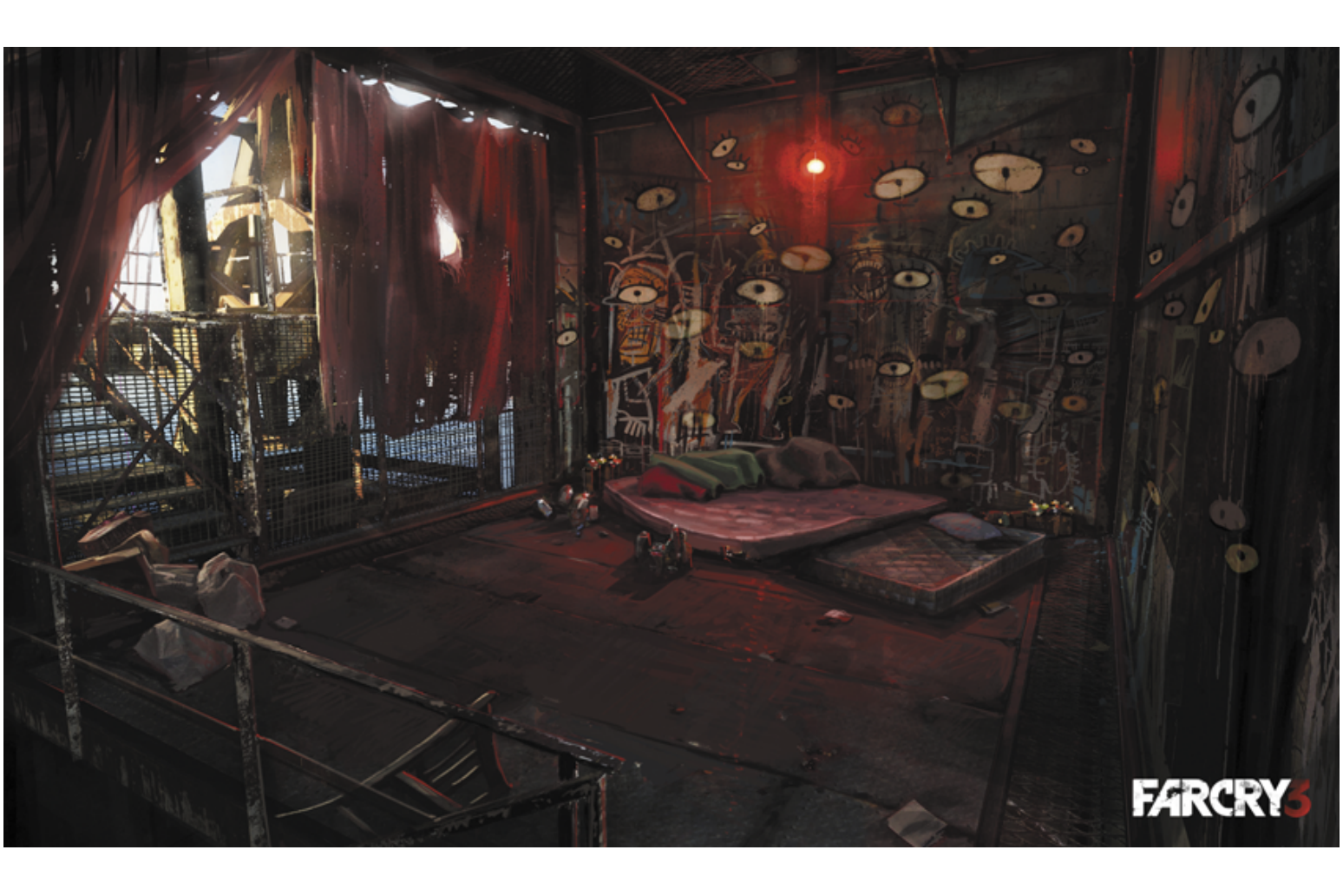


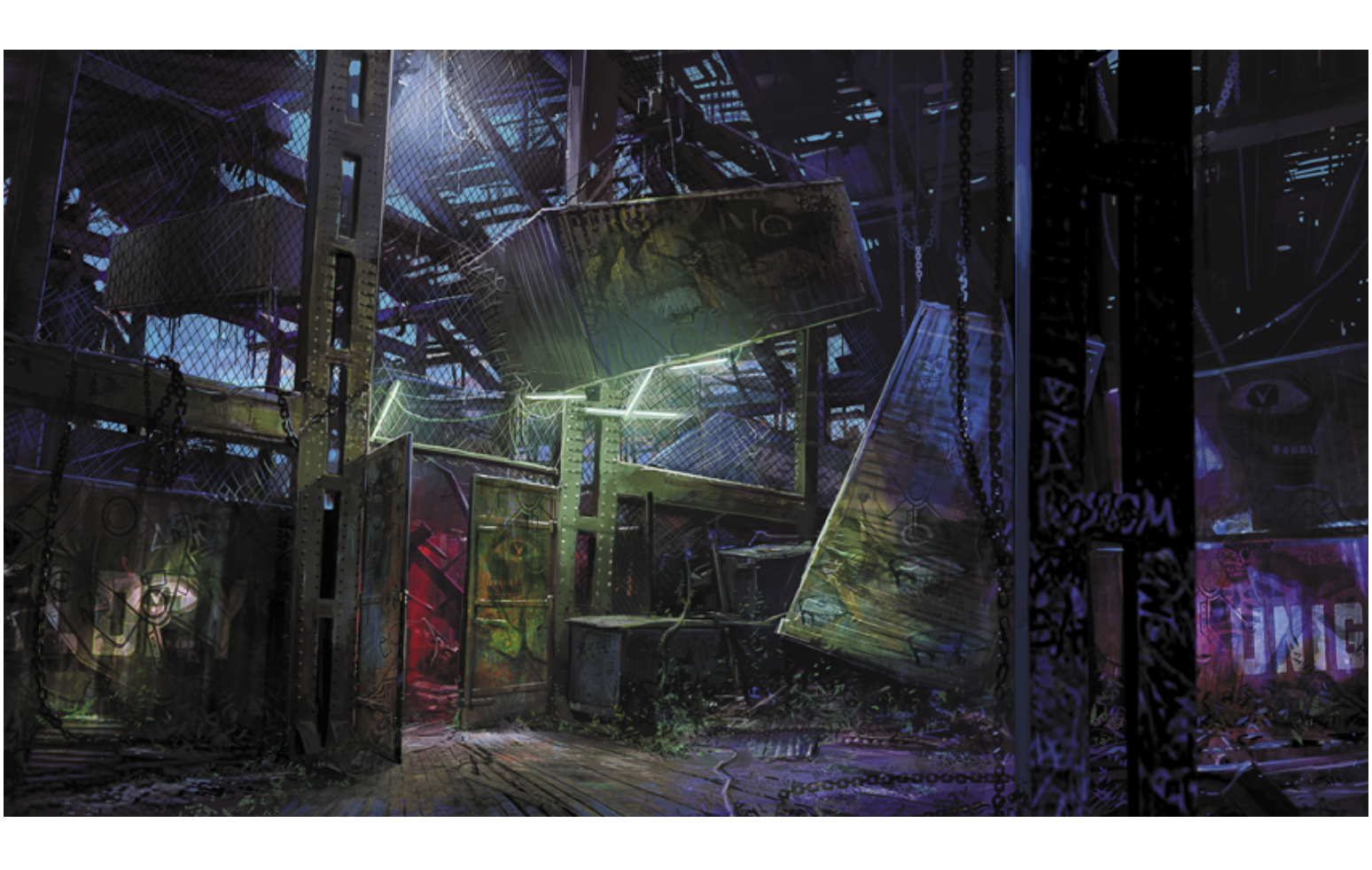


Script revisions cause Bull to be shaped into Pyro (volatile, explosive, rage-filled)

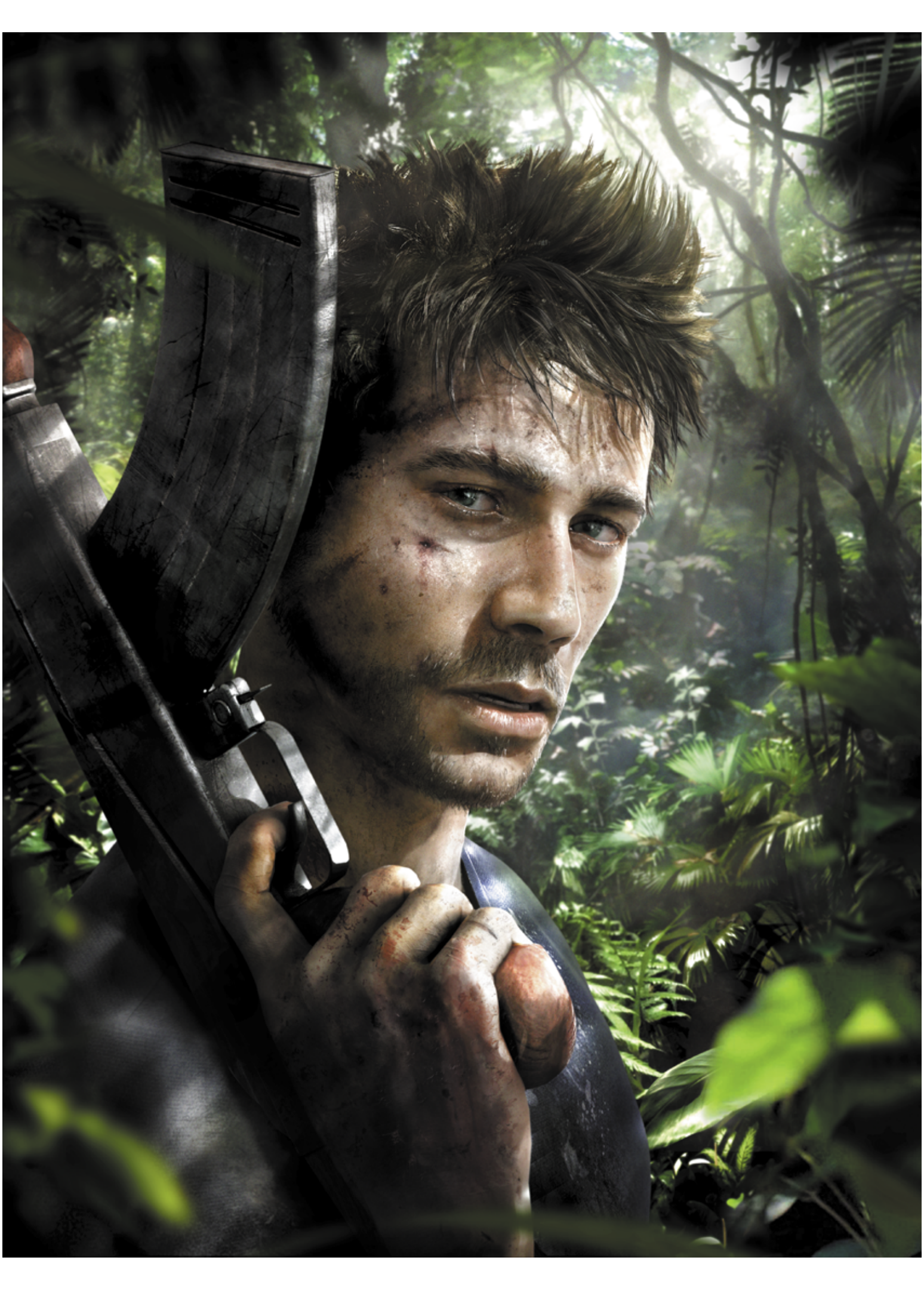


Casting Mando implies further adjustments to the character; Vaas is born.





Vaas is a more subtle version of Pyro. We decided that his psychopathic nature was best portrayed through Mando's acting, so we removed the more obvious cues (red hair, facial burns, etc.). Some of Vaas's "insanity" is still captured in his rough-shaved hair and the bandages on his fingers, covering scabs he incessantly picks at. Few are aware that the three white straps hanging loosely across Vaas's chest are actually an allusion to the three white stripes worn by military generals.



Behind the Scenes

Citra

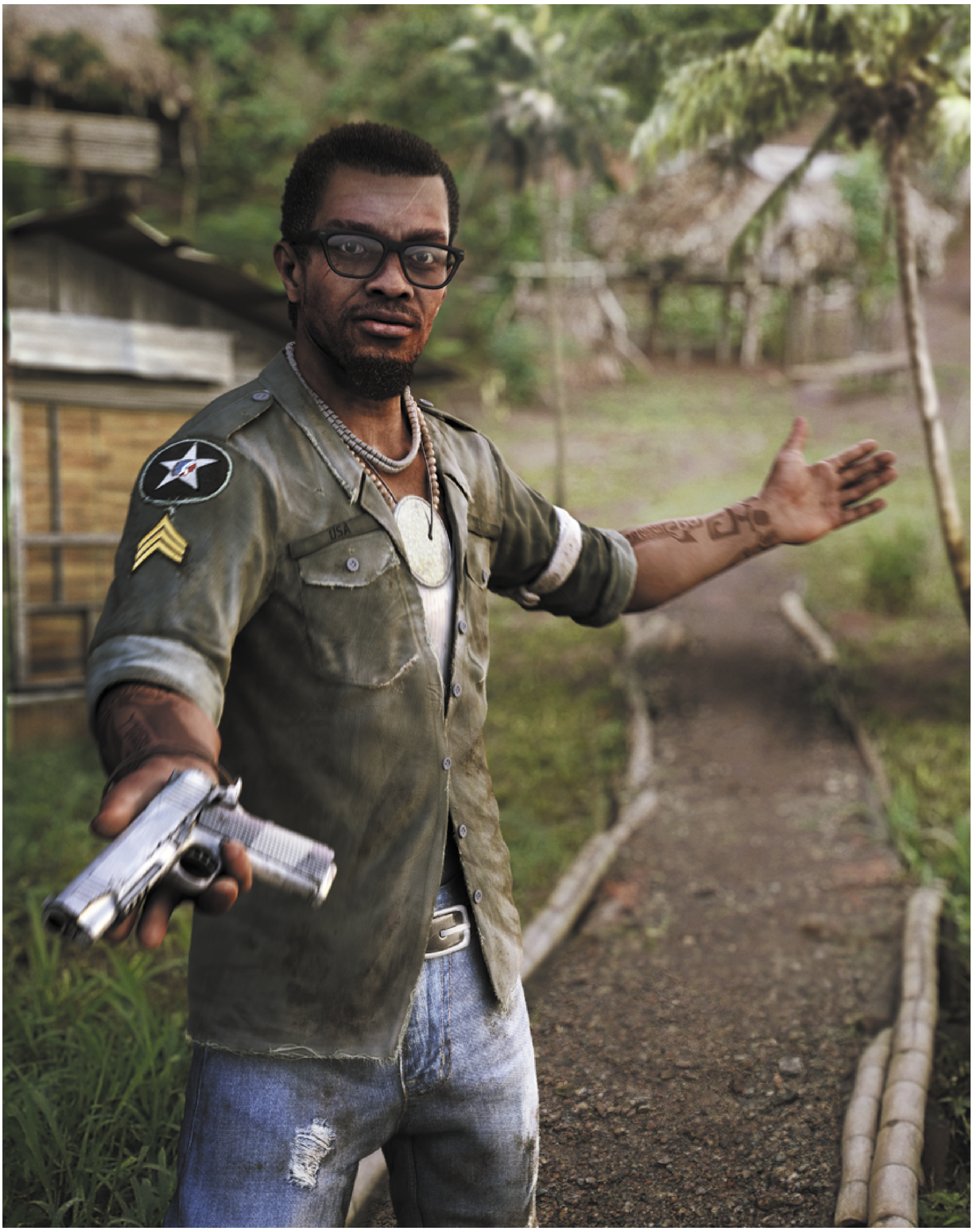
Citra is a legend. Few of the island's natives have seen her, and while they all believe in her and what she promises them, only her most loyal warriors are allowed within her presence. Through sheer charisma, she's forged what's left of the Rakyat's warriors into a band of guerrilla fighters capable of withstanding Vaas and Hoyt's forces.

After her brother, Vaas, deserted the tribe, Citra has sworn to crush him and drive the pirates from Rook Island. Their forces clash almost daily, and while the pirates have taken most of the island, they cannot yet touch either Amanaki Village or Citra's temple. The Rakyat are outgunned, outnumbered, and lose ground daily, but Citra's resolve has driven the Rakyat to keep fighting despite the tremendous odds. The Rakyat live to fight, and she is their inspiration.

When Jason is ready, Dennis will introduce him to Citra. She has the ability to unlock great power within him. The path is dangerous, but if Jason wants to defeat Vaas, Citra and the Rakyat's mystic traditions may be his only chance. Citra sees more in him than a great warrior—she sees a kindred spirit.

Behind the Scenes

Dennis



Dennis was born and raised in Liberia. In search of a better life, he left his homeland and immigrated to America, where he didn't find the promised land he'd heard of. He drifted from job to job, moving across the world until one day, he discovered Rook Island and Citra. He embraced the Rakyat's cause and proved to be as dedicated a warrior as any of the natives.

When Jason escapes from Vaas's clutches, Dennis doesn't see it as luck, but instead he sees it as destiny. He provides Jason with guidance and tutelage when he first wakes up, as well as a much-needed loan. Dennis is the key to understanding the subtle cues and details of the Rakyat and their culture. He introduces Jason to the Rakyat, and in many ways, to the jungle, which Dennis regards as the true power on the island. Dennis sees great potential in Jason, teaching him to follow the Path of the Warrior, telling him with a knowing smile that, "The ways of the jungle and of war share a common ancestry. They are the drumbeats of the human heart."

In the end, however, Dennis is just a guide. It's up to Jason to actually walk the path, wherever it winds up leading.

Behind the Scenes

Buck

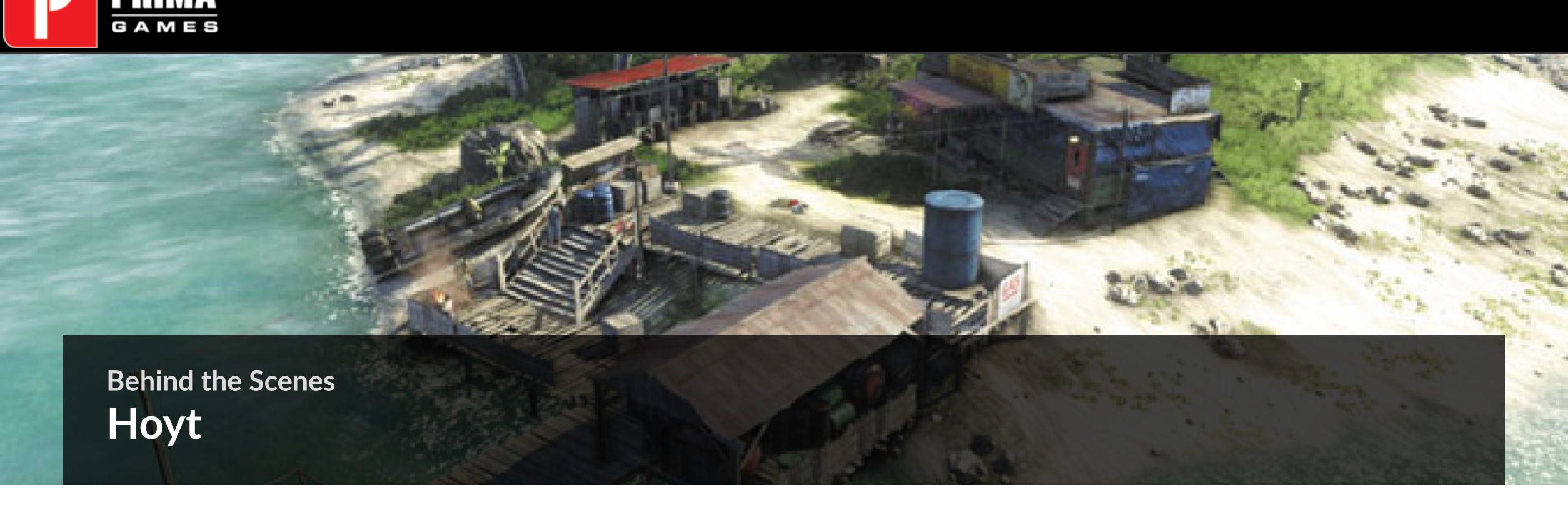
On an island marked by depravity and violence, Buck may be the most depraved and violent of all. He lives by his own rules, and does whatever it takes to feed his own insatiable, twisted desires.

His story began in Australia, where he joined the armed forces at an early age. His commanders quickly discovered his sadism and discharged him. He fell into mercenary work, leading to a contract with Hoyt Volker, the South Pacific's most notorious drug runner and slave trader. Hoyt realized that Buck's ferocious combat skills and unrelenting brutality could be of use. Since then, Buck has answered to no other man. When Hoyt needs someone eliminated, Buck gets the call.

Buck is a man of distinctive tastes. Violent torture is his favorite diversion, and he takes a perverse pride in his stomach-churning assaults. "Around here," he says with a savage leer, "we eat what we kill." His oversized Bowie knife is never far from his grasp.

Jason Brody first encounters Buck in a desperate search for his kidnapped friend, Keith. Jason learns that Buck has purchased Keith, and bargains for his safe return. Buck makes Jason a deal: If Jason can find and deliver a priceless ancient knife, Buck will let Keith go. Jason agrees, and embarks on a dangerous quest to recover the knife and present it to Buck.

The real problem is that Buck isn't just holding Keith hostage. Keith has become so much more. Buck is only human after all. Jason and Buck will have to compete for who is the better man, and only one will emerge victorious. And Buck doesn't fight fair.



Behind the Scenes

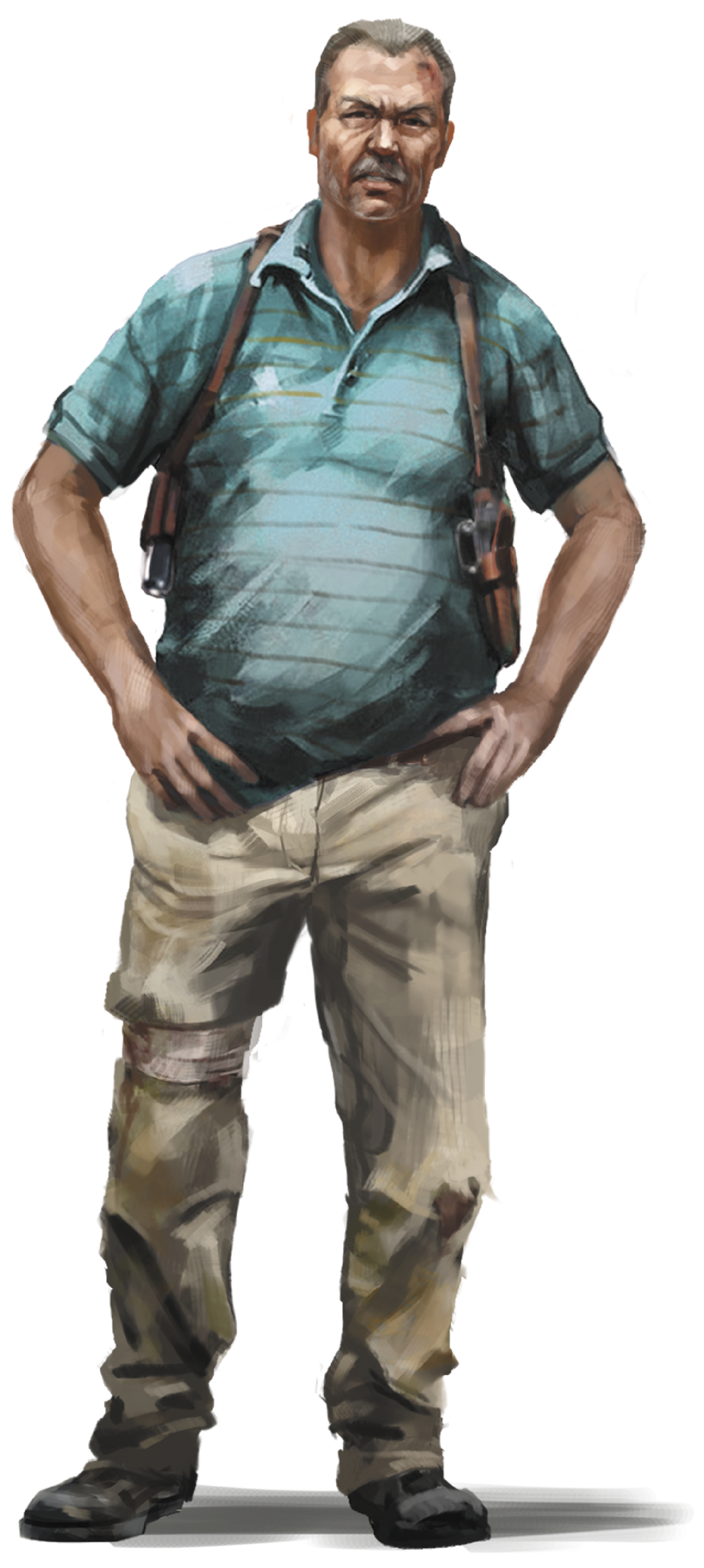
Hoyt

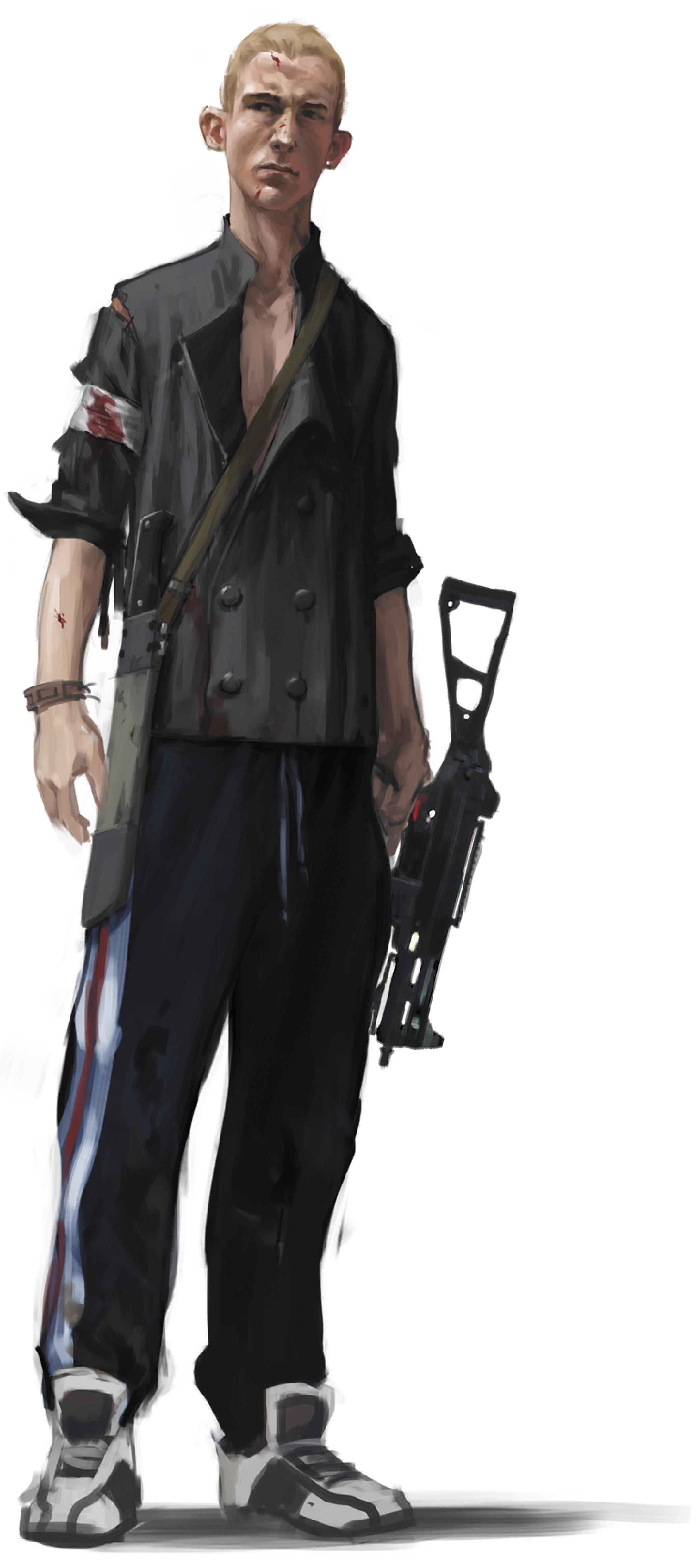
Hoyt Volker's father was a sadistic, brutal man, and the boss of a South African mine. Hoyt swore to outdo the old man, and staked a claim on the lucrative market of international human trafficking. He made his way to the top of a consortium of slave traders through shrewd political maneuvering. Hoyt followed that up by killing the man himself, right in front of his family.

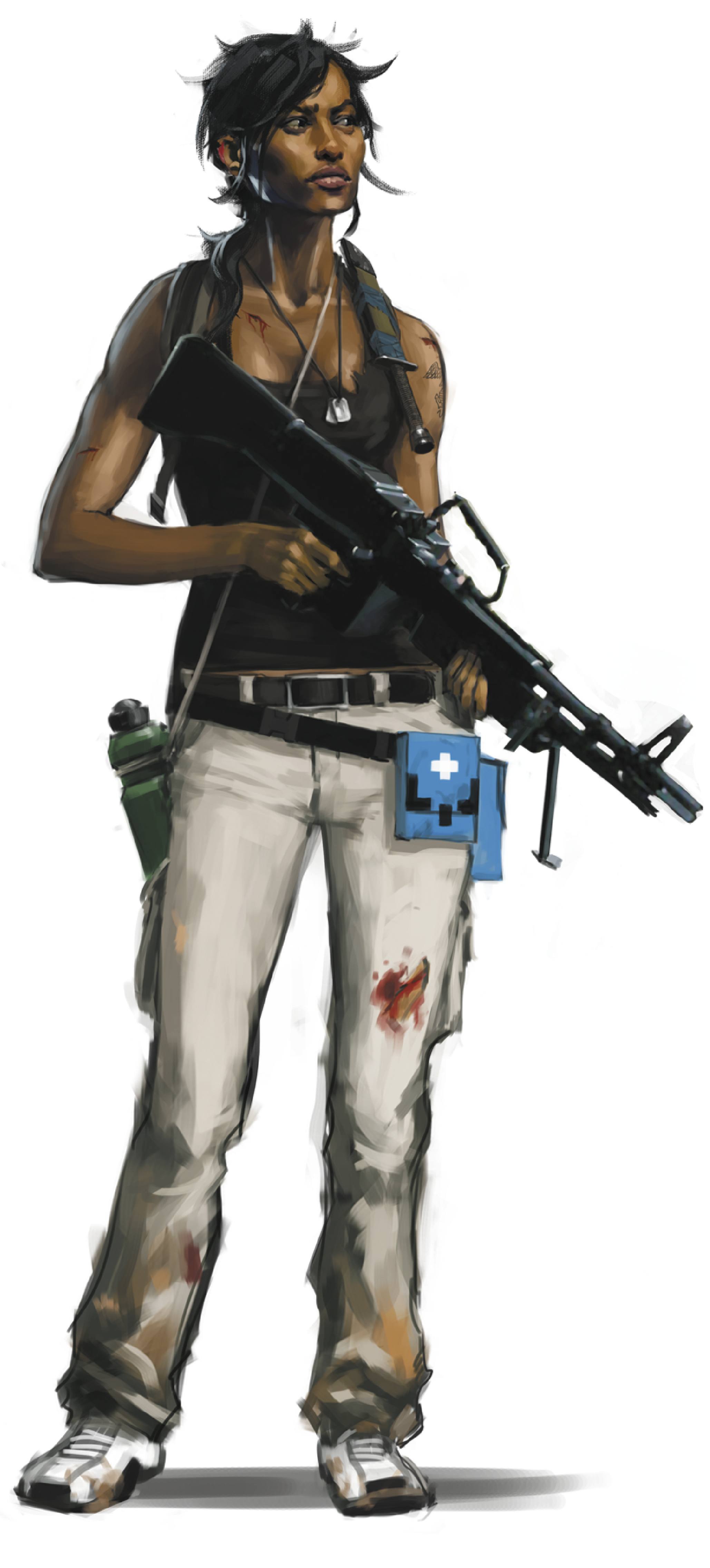
Rook Island has no laws, which made it a perfect place for Hoyt's base of operations. He built it from the ground up, hiring an international cadre of freelance psychotics to do his dirty work. Everyone working for him is trained according to Hoyt's particular code.

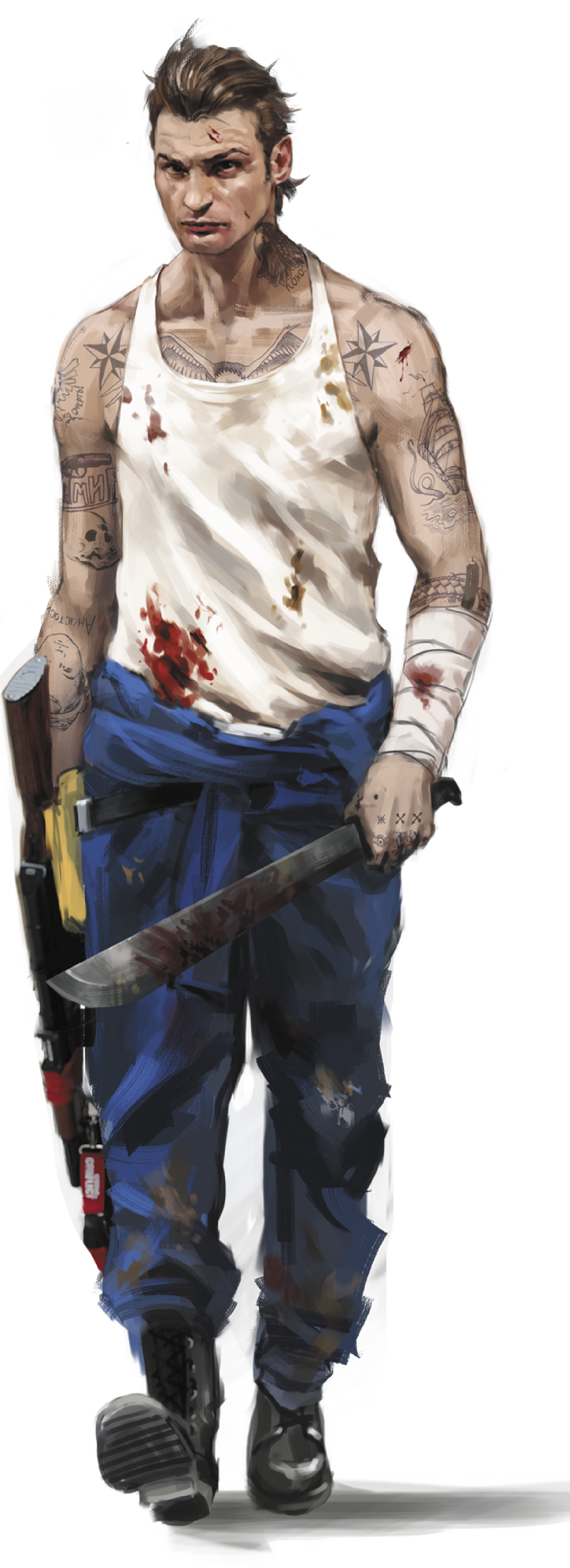
Vaas is his newest recruit, and one of Hoyt's most promising men. The Rakyat regard Hoyt as the power behind the throne, the man who turned Vaas's insanity into a force to be reckoned with. Now, Hoyt and his army of bloodthirsty mercenaries are prepared to do whatever it takes to stop the native rebellion.

You want to join his army? On Rook Island his rules are simple: "First, protect my product. You can fuck them, boys, but be gentle. Second, kill any native on sight. And, finally, all profits go to me."









Behind the Scenes

Fauna

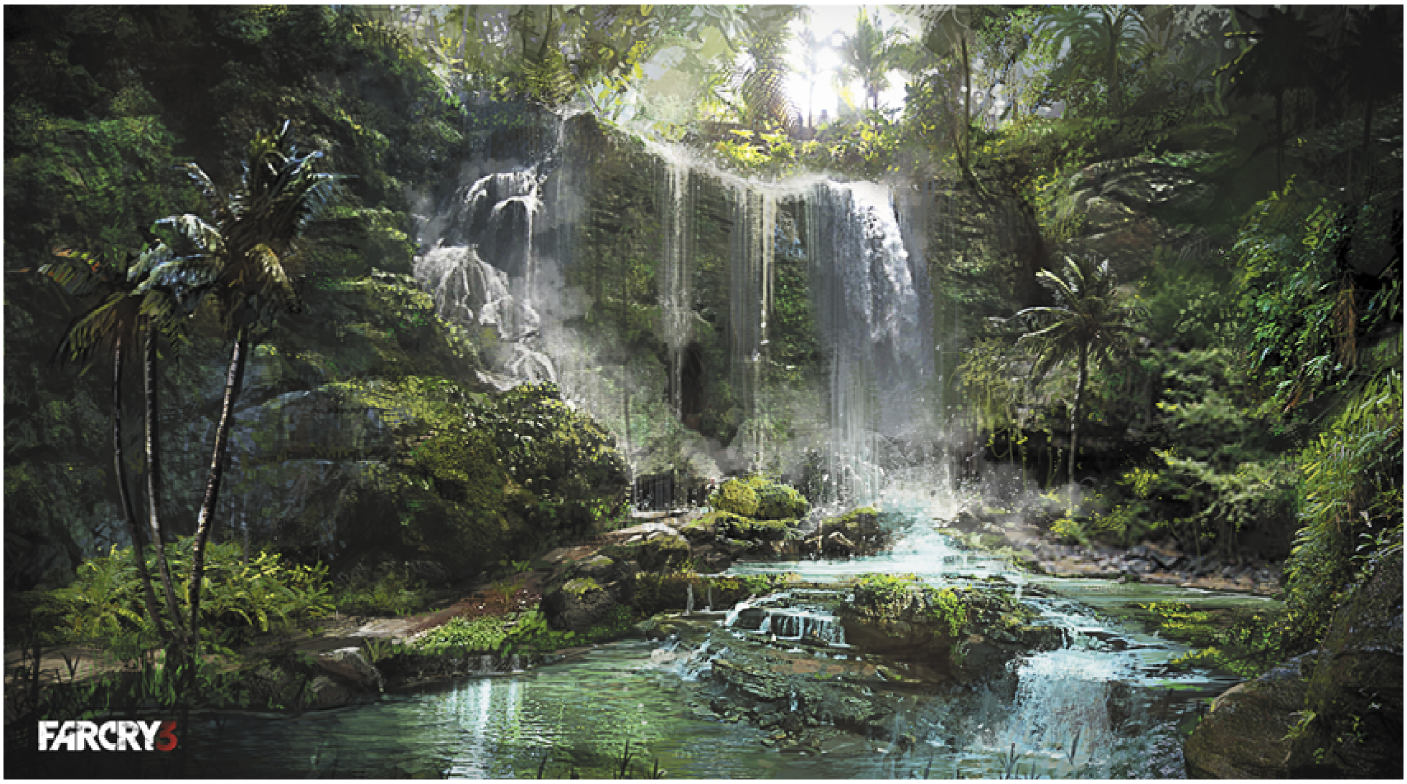
We have more than thirty different species of good-sized animals plus a whole pallet of mid-sized animals and critters that inhabit their respective biomes. You will encounter many different species, and all of them behave according to the habits of their real-world counterparts; deer will run away if you are noisy or if a predator, like a tiger, is roaming around. Some animals will serve as bait, like boars; some other animals will be reclusive but deadly, like crocodiles or snakes.

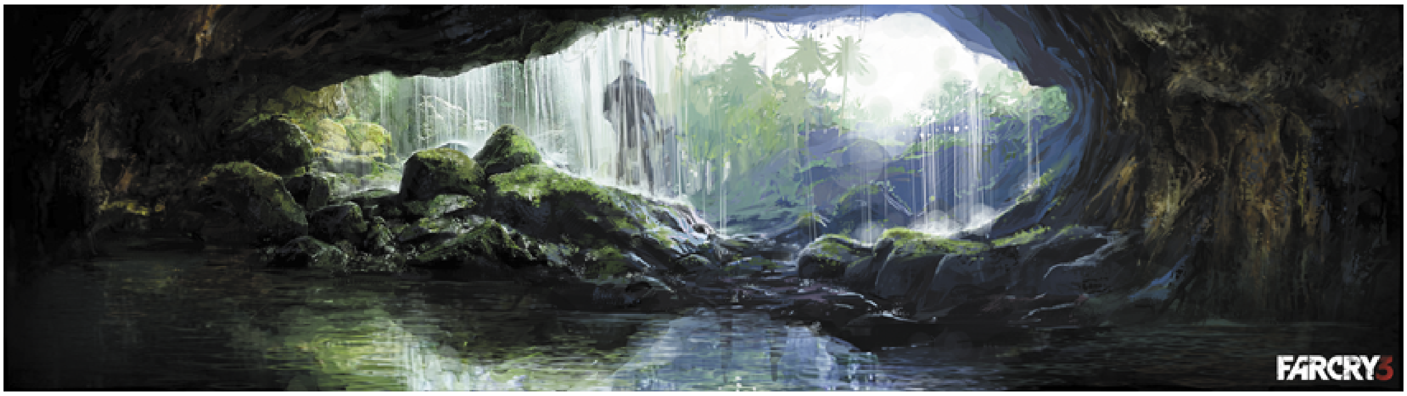
When hunting predators, the key is to scout, stalk, and strike from a safe distance. For tricky prey, I will gather the right plants and craft the Hunter's Instinct potion, which gives me enhanced animal perception. With this I can track my target through dense foliage, find a vantage point, and take my time to ensure getting the right shot before my prey has time to react and attack. — Mark Thompson, Lead Level Designer

One of the things I love most is when the wild animals do something unexpected—the first time I saw a tiger charge a pirate roadblock? That was pretty cool.... — Jamie Keen, Lead Game Designer

Behind the Scenes

Environment as a Tool

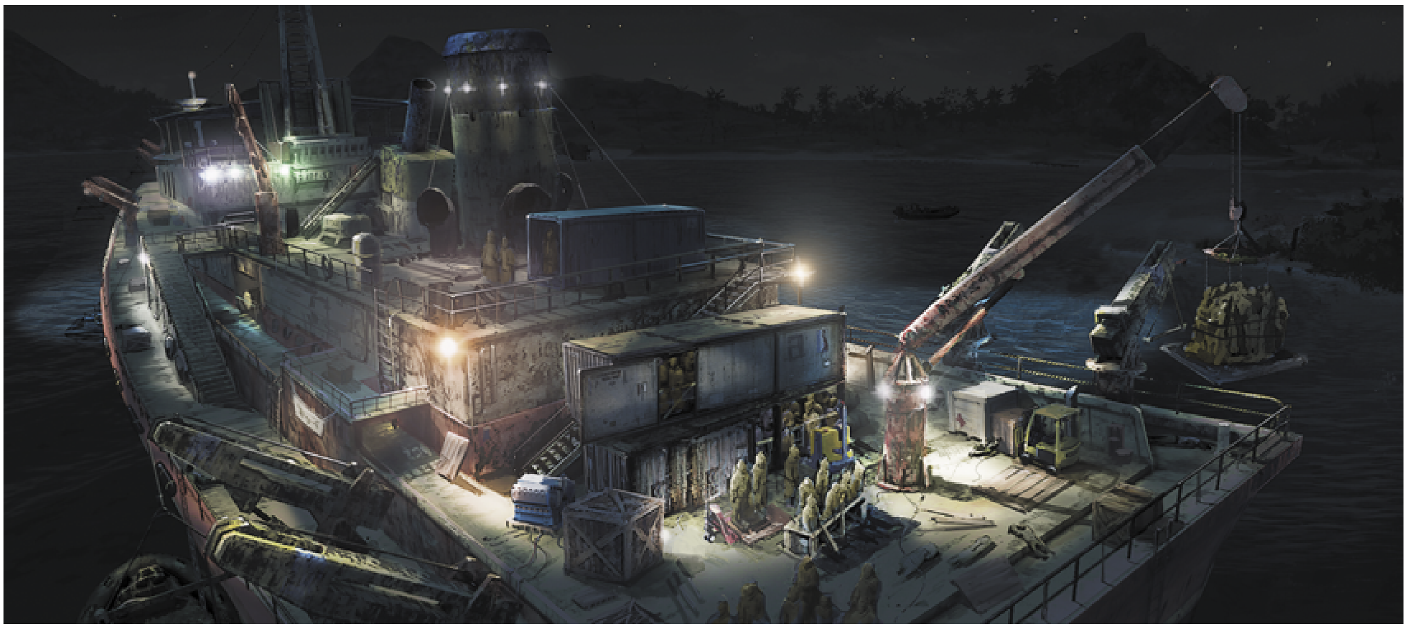


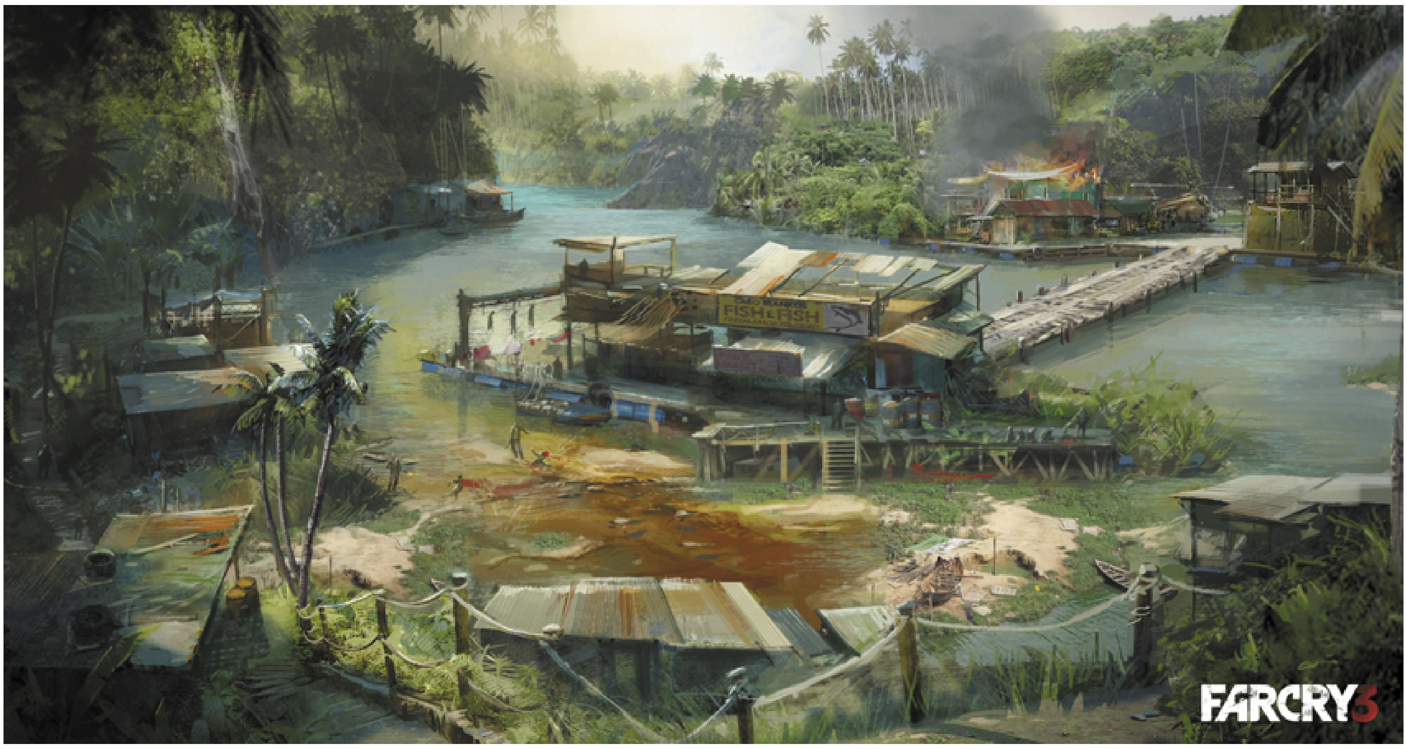


The environment isn't just about gathering resources and hunting. It is also a powerful weapon or tool for combat. Staying underwater allows you to approach undetected. They won't be able to see you stalking through high grass or dense jungle, or climbing vines and ledges to try different approaches to combat scenarios. If you are detected, you can disappear into the jungle or dive into the water, causing the enemy to initiate a search. Done right, you can double back on the enemy and regain the element of surprise. – Mark Thompson, Lead Level Designer

Behind the Scenes

Outposts





Rook Island is under the control of Vaas's pirates and the outposts are their strongholds—key strategic positions that the pirates use to subjugate the native islanders.

When Jason captures an outpost, he frees it from the pirates' control, allowing the Rakyat warriors to move in and claim the area as their own. The world becomes friendlier, the roads become safer to travel, and the island more conducive to exploration. This change brings Jason new opportunities on the island. New activities, challenges, and side quests become available. New safe houses, shops, and fast-travel points are unlocked. Outposts really give the player agency—the opportunity to have a real impact on the island. – Mark Thompson, Lead Level Designer

Behind the Scenes

Biomes and Vegetation

We have three main land biomes (Jungle, Coastal, and Grasslands), and each biome has different sub-biomes, ranging from bamboo forests to cannabis plant farms to mangrove swamps to dry grass fields. We also have a variety of underwater biomes with their own vegetation—sea grass, coral reefs, and many others—which will keep the player's underwater exploration interesting.

Hala. Ti. Aloe. Tiare. Phoenix. Kawau. Taro. Koa. Banana. Those are only a few names of the many plants you'll find in the islands. Great care was taken to make sure that we respected each plant's real growing conditions versus gameplay use and aesthetic purposes. Is also worth mentioning that many of these plants will be useful for crafting different items. This creates a great relationship between the player and the surroundings he finds himself in. – Chris Easton, Production Manager

The Main Campaign

The North Island

The main story mode of *Far Cry 3* is Jason's game, as he explores the island to rescue his friends, depose Vaas and Hoyt, and save the Rakyat tribe.

These thirty-nine missions test your facility with all the disparate areas of Far Cry 3's combat system. Skills that may initially seem niche or worthless become vital at some point, and you should make sure to resupply before you embark upon any chapter in the story, even one that initially seems like it'd be a milk run.

Once you begin a story mission, like any other mission, you're locked into the area in which it's set. Leaving that area, whether on foot or by fast-traveling to another location, also abandons the mission. You must return to its original starting point and begin from scratch.

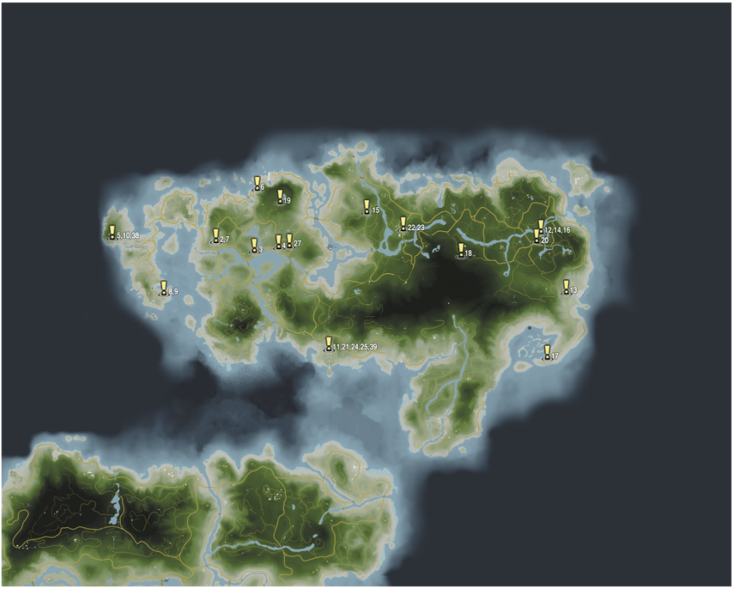
Expectations and Breakage

This walkthrough is written with a heavy bias towards stealth and assassination where applicable, on Adventurer difficulty. It also assumes that you go through the game with a minimal amount of side missions and exploration, although unlockable signature weapons are often touched upon.

If you are having trouble with the story campaign, you can always turn the difficulty down in the Options menu. If all else fails, you can unlock the recipes for two very powerful Special syringes by collecting Relics, and there are enough Relics hidden on the North Island that you could theoretically get them both before "Mushrooms in the Deep."

These syringes, Touch of Death and Untouchable, both require a massive amount of leaves to create, but having them on hand trivializes any combat encounter. Untouchable makes you invincible for 30 seconds (45 with Improved Syringe Potency), and Touch of Death turns any shot you take into a one-hit kill on any target for the next 20 seconds (30 with Improved Syringe Potency). You cannot have the buff from both syringes at the same time, and a fresh buff overwrites an older one.

The walkthrough does not take the existence of these syringes into account because it would make both the game and the guide extremely boring. We mention them here for the sake of completion, and to make you aware that if you're having problems, a nuclear option exists. Abandon the mission, go pick enough leaves, and come back as an unkillable engine of destruction.

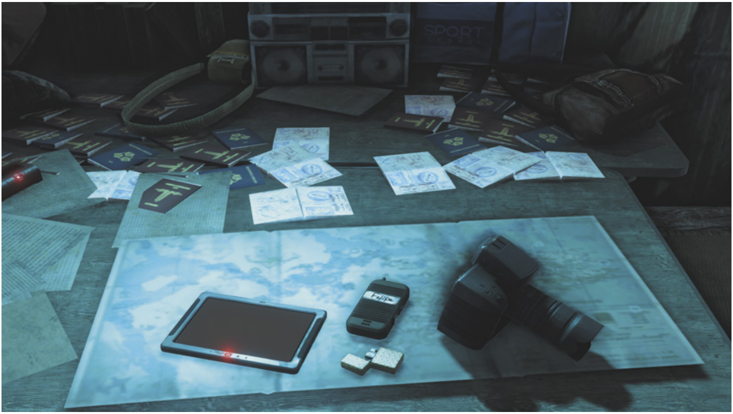


The Rakyat's traditional home is also the setting for over half of Far Cry 3's story mode. It has its share of settlements and ruins, but civilization has a very shaky grip on the island, and the eastern half of the land mass has been almost completely reclaimed by the jungle.

Make a Break For It

So that's Vaas. He seems nice.

Grant springs you from your cage shortly after Vaas leaves. The ensuing tutorial mode is a quick primer on how stealth works in this game. Line of sight is your primary concern, and it's relatively simple to distract guards with a few thrown rocks. Fortunately, Vaas's guards have been partying tonight, and they aren't hard to outmaneuver.



Follow Grant, and as directed, grab your stuff off the table. This includes a phone, a map, a lighter, and a tablet computer, all of which will be important later in one way or another. Also, take notice of the photo on the wall. You'll be meeting her later on.

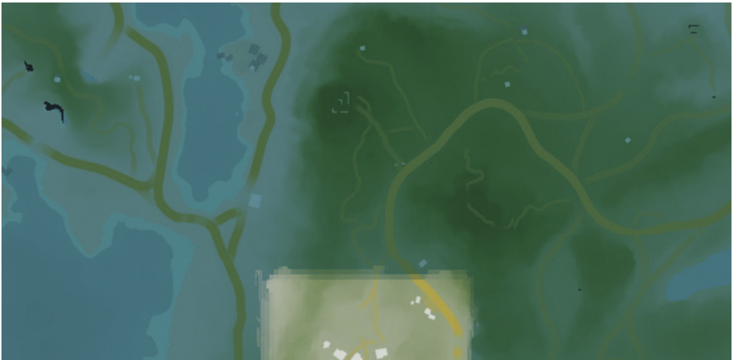
Stay with Grant and follow the onscreen directions to complete the tutorial. Once you're out of the camp, the training wheels are officially off the game. Use the onscreen prompts to take out the first guard to find you.

Run into the jungle in the general direction of anywhere that is not here as fast as you can, sprinting away from the gunmen behind you until a cutscene takes over. You'll earn the First Blood achievement/trophy.

Caution

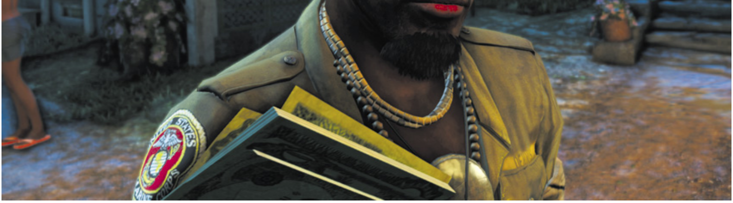
It is difficult to die during "Make A Break For It," but not impossible. If you linger during the escape into the jungle, you can and will get shot dead by your pursuers. There's also a bear roaming around on the close end of the rope bridge, and like most bears on Rook Island, it does not like you.

Down in Amanaki Town

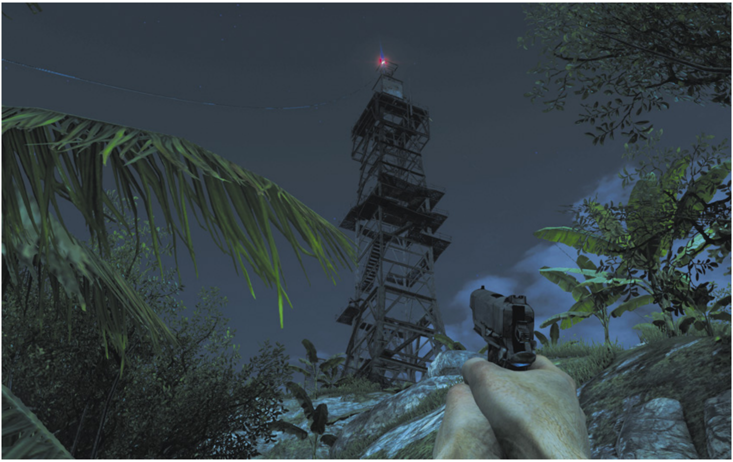


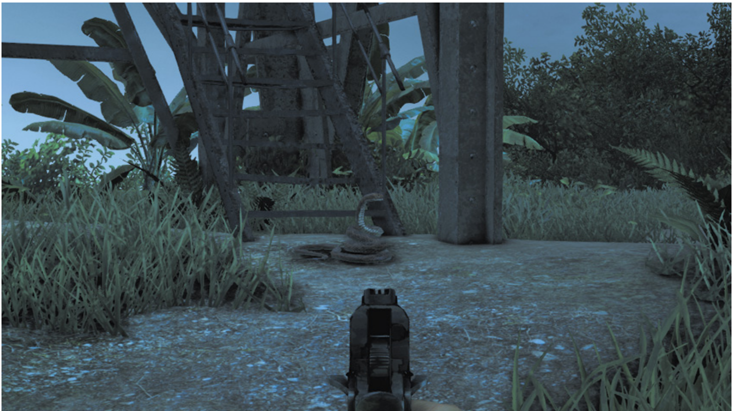
GUNS FOR SALE

Armed with Dennis's wad of cash, head into Amanaki's general store and buy a 1911 pistol. It's all you've got the cash for right now, so all you can do is gaze longingly at all of the other weapons in the store.



With gun in hand, follow Dennis to the road outside the village. He'll explain a few important things about the island and how it works right now.



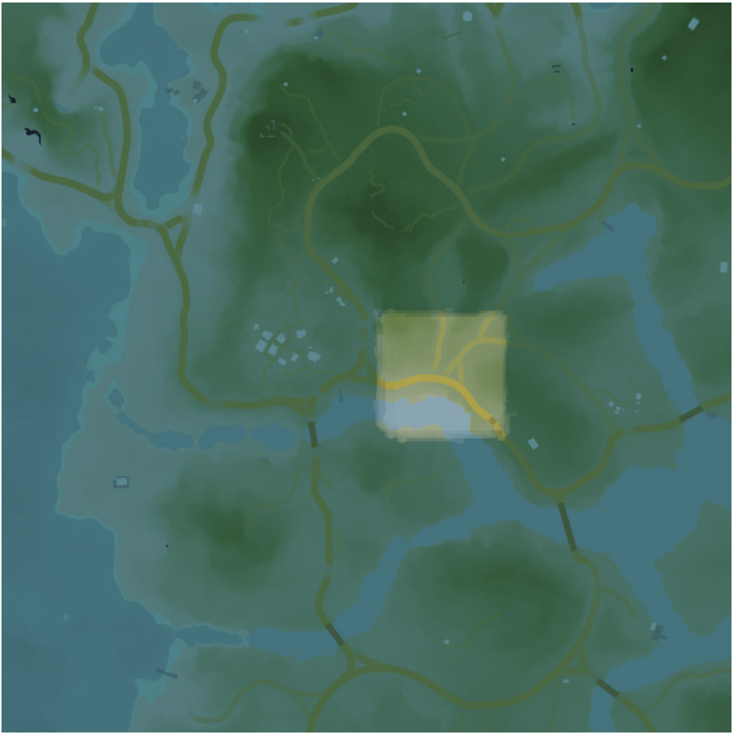


Dennis asks you to climb the radio tower right outside the village for him. Cross the street and follow the path up the mountainside to the radio tower. That hissing you hear as you approach is from a snake at the base of the tower, and while it makes a lot of noise, it can't do any real damage to you. It'll still attack once you get close, so shoot it before you try to climb the tower.

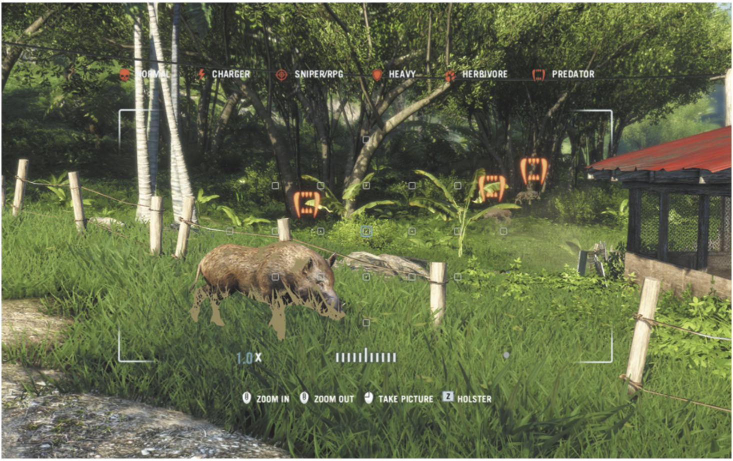
This radio tower is in the best repair of the lot, which isn't saying a great deal. Take the stairs to the first ladder, then take a second set of stairs to an exterior walkway. Follow it around to find the last ladder, which leads to the top of the tower. Examine the junction box and Jason automatically breaks the lock off of it, then disables the scrambler.

The nearby zipline leads straight to where Dennis is waiting for you. He walks you through how to set a waypoint on your in-game map, which leads to your next mission.

Harvest the Jungle



You can't get too far away from the village without causing a mission failure at this point, but you've got some room to explore. Be sure to take a trip back to the village's general store at some point, where you can sell off anything you've found in the loot chests near the radio tower and pick up a free STG-90 rifle. It's not a great gun, but it's a significant improvement over the .45.

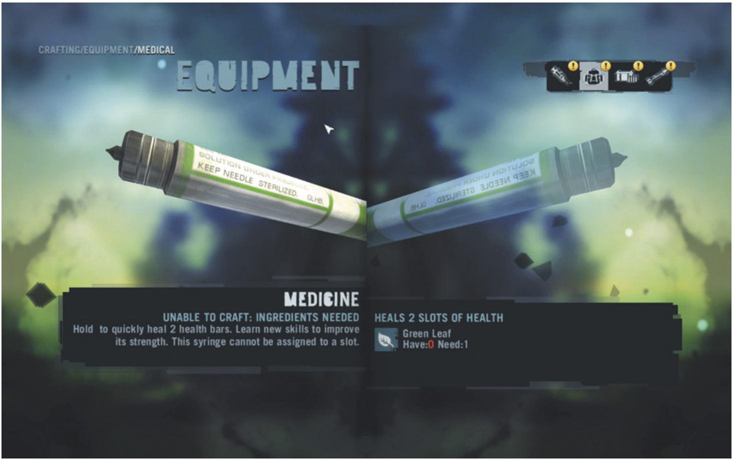


Your next stop is an old ranch about 400 meters east of Amanaki. The Rakyat keep this road clear of pirates, and you can borrow a sedan to make the trip a little faster. Whatever you end up doing along the way, remember that you only have 16 spots in your Loot Rucksack for now, and you'll need six of them to accomplish Dennis's mission.

The ranch serves as the Rakyat's hunting grounds. There are a few small packs of wild boar roaming around both inside and outside the ranch, and they are a lot more docile than the boar found elsewhere on the island. Tag them with your camera before you start, then hunt and skin two of them. This is a lot easier with the STG-90 than the .45, but if you're having problems, there's some spare ammunition in the bed of the nearby pickup truck.

You also need two Green Leaves, one Crimson Leaf, and one Blue Leaf. The former two plants are all over the place, but the

Blue Leaves can only be found on the bed of the nearby river. While trying to pick them, be sure to compensate for the river's current.



UNABLE TO CRAFT: INGREDIENTS NEEDED

Hold to quickly heal 2 health bars. Learn new skills to improve its strength. This syringe cannot be assigned to a slot.

HEALS 2 SLOTS OF HEALTH

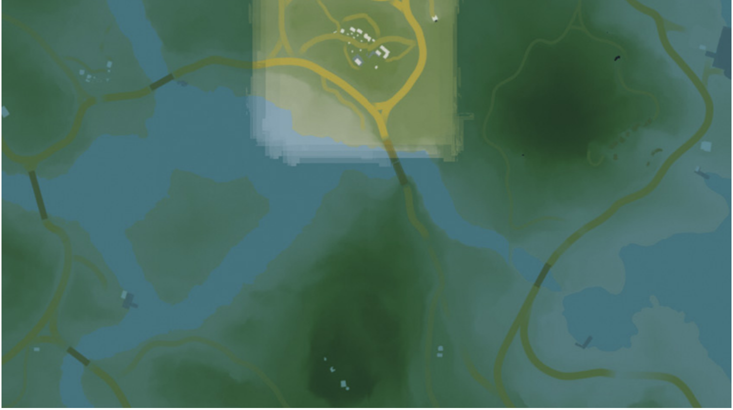
Green Leaf
Have:0 Need:1

When you've got everything Dennis asked for, fast-travel back to Amanaki as directed. He walks you through producing two Medical syringes and a 32-slot Rucksack with the stuff you just gathered. You'll also be given the chance to spend your first two Skill Points, although the skills available are limited at this point. Get into Dennis's truck for a ride to your next objective.

Tip

While you're hunting boar for Dennis, grab two more Boar Hides than you need to complete the quest. This allows you to make a Simple Ammo Pouch the moment you complete the next mission, which expands your ammo capacity. This is a big help as you're exploring the island.

Secure the Outpost



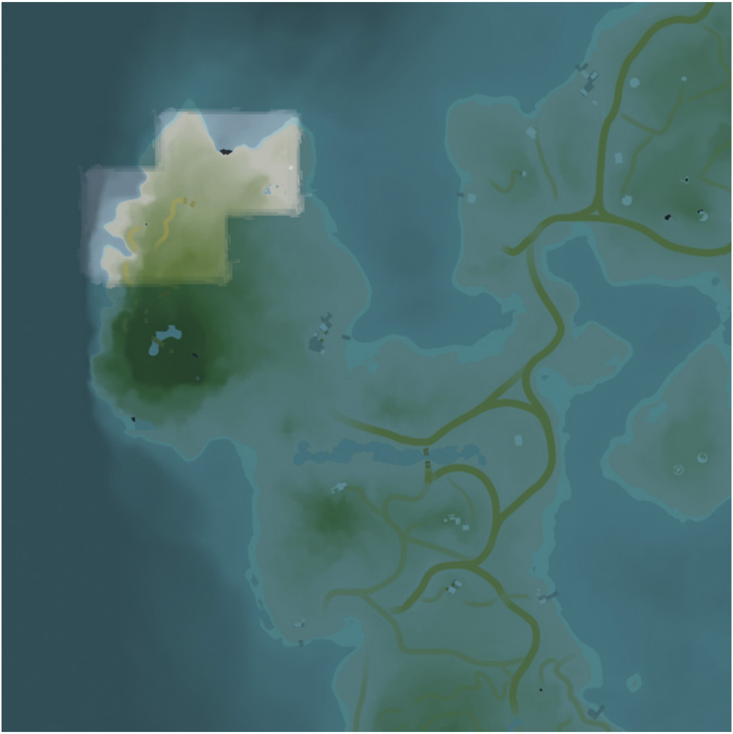
When you reach the Amanaki Outpost, Dennis and the other Rakyat wait outside until you make the first move. Your goal is to eliminate the four pirates on guard inside the base, as well as their guard dog.

If you're still using the default .45, it's a good idea to go in quietly. It's easy to creep into the outpost on its west side, where you can pull the first guard out of position with a couple of thrown rocks. Use a Takedown to eliminate him and leave his body in the grass if possible, then grab his AK-47. That evens the odds considerably if and when the shooting starts.

However you choose to do it, eliminating the guards liberates the outpost and finishes the mission. This area is now flagged on your map as a fast-travel location, and when you head into its main building, you'll find an ammo vendor and a Memory Card, but unfortunately, no Liza.

Completing this mission unlocks quite a few skills for purchase as well as a large number of crafting recipes.

Mushrooms in the Deep



At this point, you're on your own and can explore the entirety of the North Island if you see fit. The further you get from Amanaki, the more pirates you'll run into, almost to the point of farce. It's a good idea to stay away from the roads entirely until you've had the chance to liberate a couple of nearby outposts. The Welshore Wrecker's House, north of Amanaki on the island's coastline, is a relatively soft target, and putting it under Rakyat control does a lot to clear the area north of the village.

Tip

Before you go to Dr. Earnhardt's place, acquire the Expert Swimmer skill. It's a big help.

Tip

There are numerous pigs, deer, and rabid dogs roaming in the wilderness northeast from Amanaki Village, and you can find a few herds of goats in the hills to the north. With their hides, you can make a new weapon holster, wallet, and syringe kit.

Foraging Tip

White Leaves are a common sight around Amanaki Village, but for now they're also a red herring. White Leaves are used to craft Special syringes, which are high-powered and expensive buffs. You also won't learn how to make any of them for quite a while, so carrying any White Leaves is, for the time being, a waste of your precious Rucksack space.

Tip

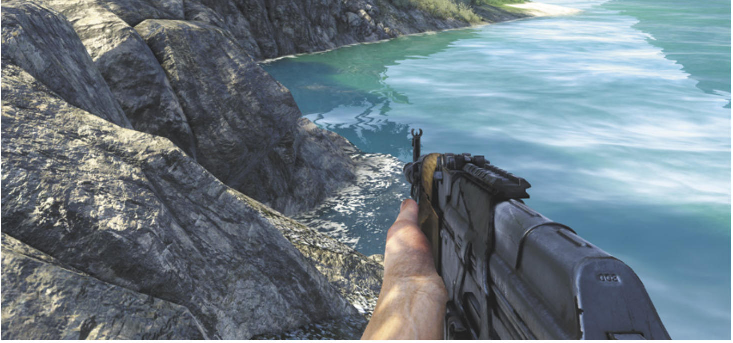
Your Survival Guide

Tip

The Jungle Journal Achievement/Trophy requires you to unlock a total of 50 entries in the Survival Guide section of your Handbook. You acquire a new entry whenever you kill or skin a new animal, visit a named location on the island (for example, Calvary Point), pick leaves from a new plant, drive a new vehicle, or equip a new weapon. Entries for organizations or specific people are unlocked by completing various missions.

When you do decide to go see Dr. Earnhardt, it's likely to be an interesting trip. You need to destroy a second radio scrambler to clear the map, you're heading straight into more pirate territory, and the area around Earnhardt's village is often inhabited by leopards, which are one of the most dangerous predators on the island. However you end up getting there, expect trouble on the way.

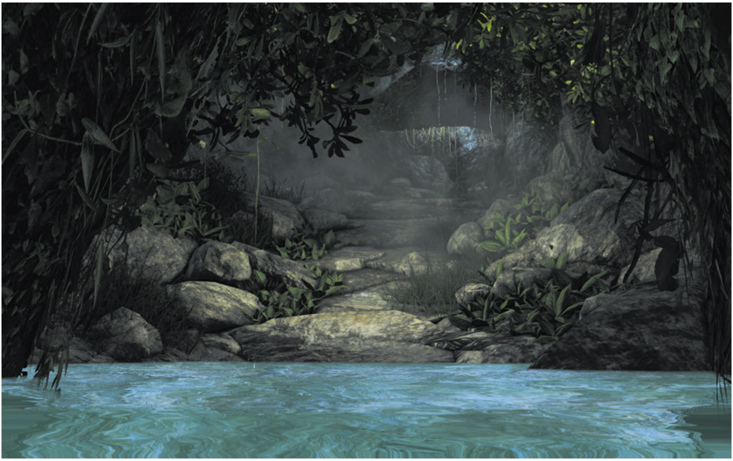
Earnhardt himself is in his greenhouse. Speak with him, then go inside the house to find Daisy on the second floor. She's been poisoned, and she needs a certain type of mushroom to serve as an antivenom.



The cavern entrance is about 100 meters west of Earnhardt's house, down where the ocean meets the bluffs, and what he didn't tell you is that getting inside requires a lengthy underwater swim. Watch out for sharks before you jump in.

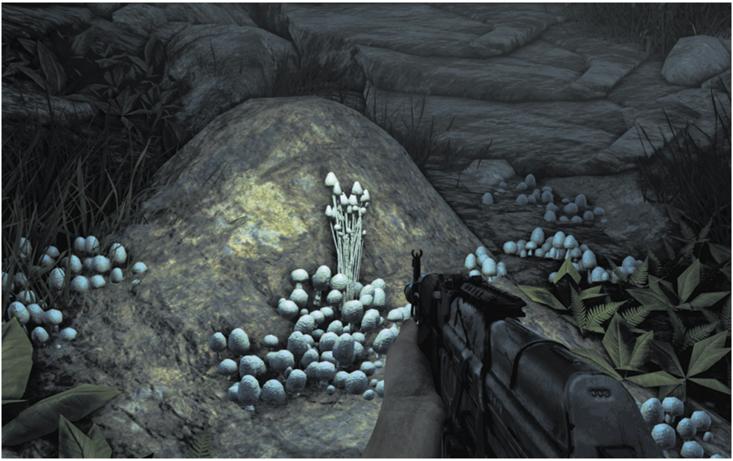
Jason can't hold his breath for very long at this point in the game, but he starts making panicked noises a few seconds before he's actually in any real danger of drowning. Don't let him make you panic, and swim through the tunnel directly underneath the waterfall. You should get to open air again well before you're in any actual trouble.

The cave is quiet, and serves as an unofficial tutorial on how to swim, climb, and mantle up onto ledges. The climbable cliffs throughout the island can all be identified by the same pattern of vines on their edge, so this is a good opportunity to learn to recognize it.



Climb up the first ledge ahead of you, then drop into the pool below and get back up using the thick vines. At their top, jump to the vine-covered ledge and keep the button held down so Jason grabs the edge and pulls himself up.

Follow the path to another set of climbing vines, then watch as things get a little trippy. The next few minutes of the game are a psychedelic adventure in walking forward, but it's not a bad idea to pay attention to the dialogue here. Some of it plays into conversations and events that take place much later in the game.

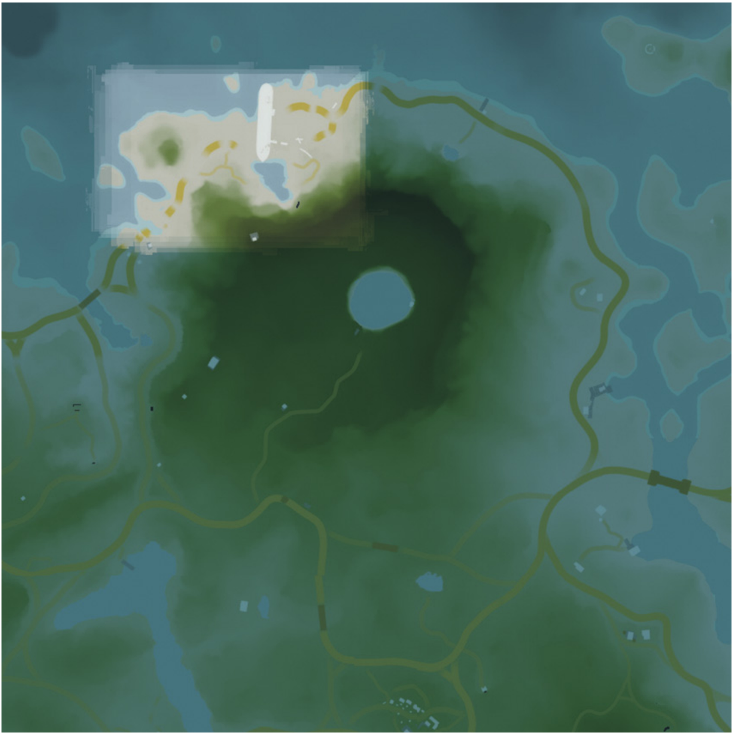


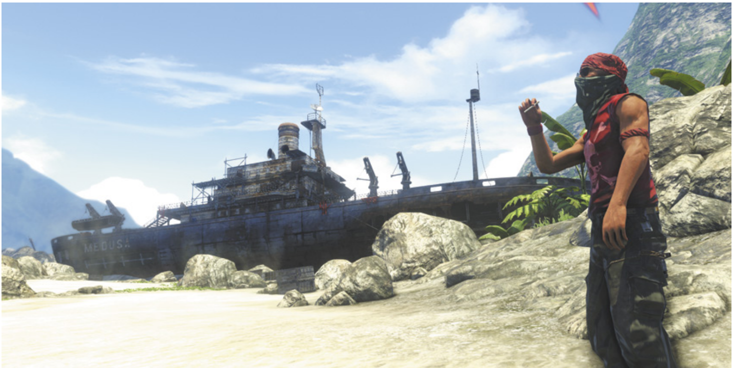
When you come to after the end of this long strange trip, take a mushroom, then hang a left out of the cavern entrance. There are plenty of sturdy vines that you can climb back up to the plateau near Earnhardt's house. Go talk to him in the greenhouse, then as directed, go see Daisy. You'll receive 1,000 EXP, the recipe for Animal Repellent syringes, Dr. Earnhardt's entry in your Handbook, and the Magic Mushroom Achievement/Trophy.

Note

If you're wondering why Dr. Earnhardt is trying so hard to save Daisy, read his entry in your Handbook.

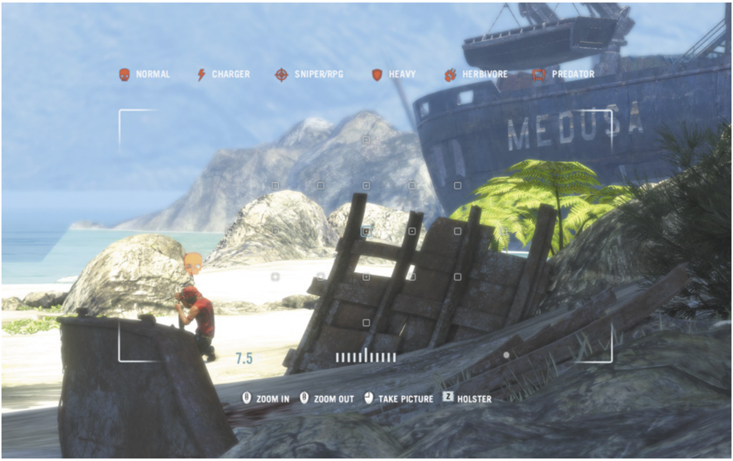
The Medusa's Call





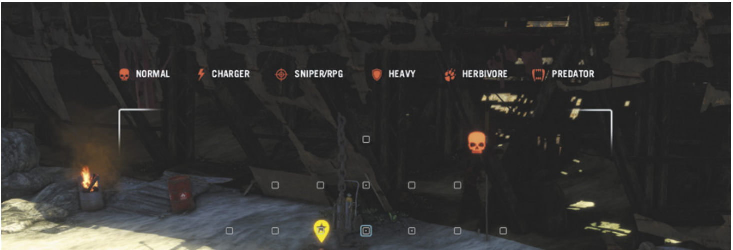
This mission is the first that brings you directly into deliberate conflict with the pirates. Be prepared before you start it, with body armor, a couple of silenced weapons, plenty of land mines and C4, and a good assault rifle.

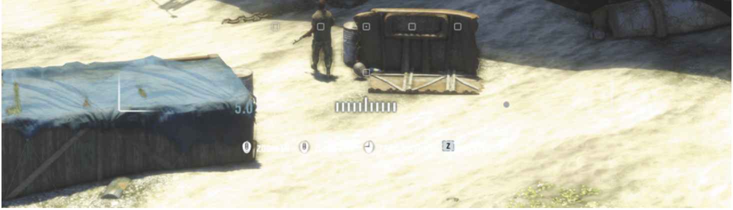
The Medusa is northeast of Amanaki Village, in a ship's graveyard on the beach. If you didn't already liberate the Welshore Wrecker's House earlier, this entire area is like a mosh pit for Vaas's men and you'll be fighting for every step you take. If you did liberate it, however, it's a leisurely drive through the country.



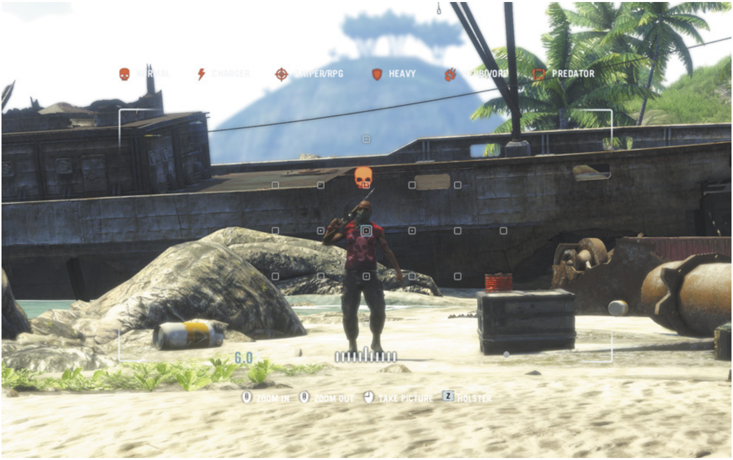
The road to the shipyard dead ends at some rocky terrain, so you'll have to go in on foot. This begins a required stealth segment, where you must assassinate three radio operators and search their bodies without triggering a general alarm. You can kill as many of the pirates as you like, but if you fire an unsuppressed gunshot or one of the guards notices that you're there, they'll destroy the intel you need and the mission fails.

That makes it sound a lot harder than it actually is. Use your camera to sweep each location and tag the guards. The radio operators aren't dressed much differently than anyone else, but they get a special yellow icon over their heads when they're tagged.

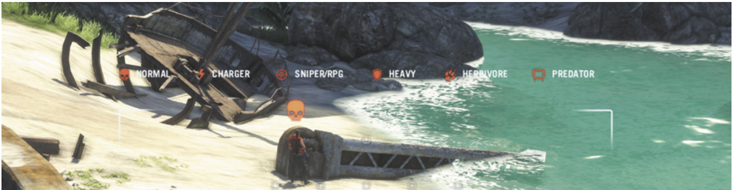


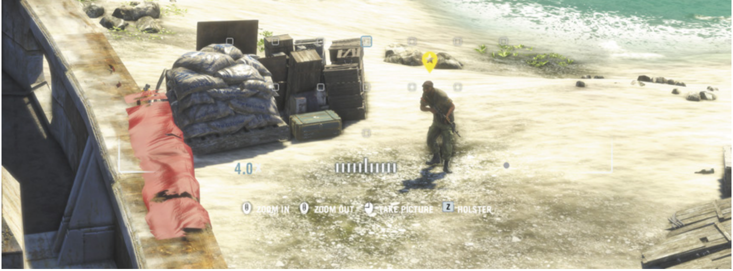


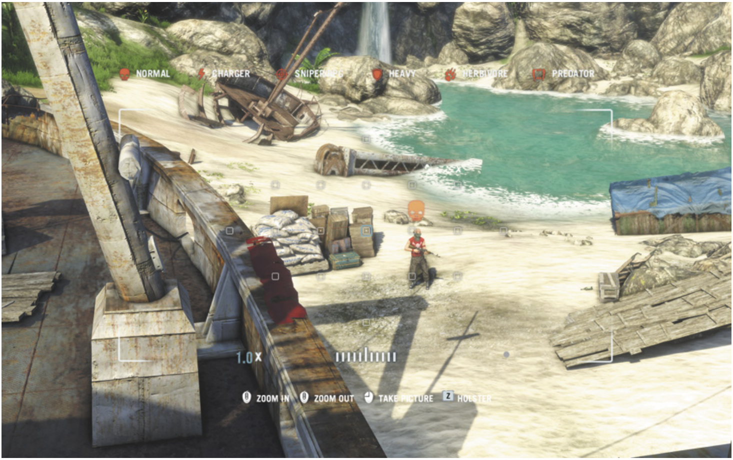
Bypass the first guard, who isn't paying a lot of attention, and wait in the foliage for the first radio operator. There's another pirate nearby, but he's busy with an arc welder and is easy to sneak past. Eliminate the radio operator and be sure to loot his corpse.



Go through the shipwreck to reach the next area. There's a pirate on patrol here whose normal route puts him in direct line of sight to the ship's hull, so don't go back out onto the beach until his back is turned. Tag him and the nearby radio operator so you can track their motions, then take them both out when you have an opening.





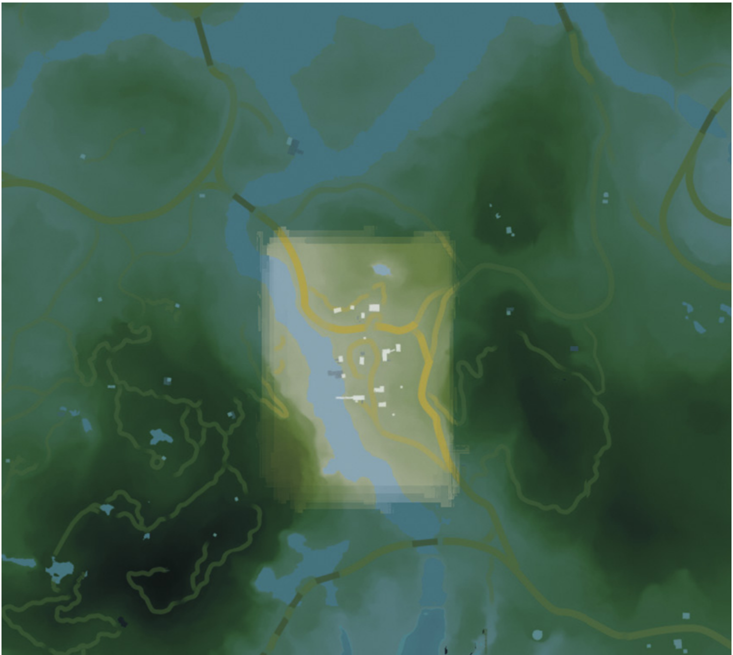


There's a set of stairs inside the nearest shipwreck that you can use to reach its top deck. This provides a useful high vantage point from which to find and tag the last two goons on patrol, which includes the last radio operator. He's the one on patrol this time and his buddy is oblivious, which makes assassination easy. Take them both out, rifle the operator's corpse, and take your intel up to the radio room on the Medusa, as labeled on your map.

Using the radio also triggers an alarm somehow, and two groups of reinforcements will converge on your location, along with any of the pirates you left alive. It's not quite as bad as it looks, since you initially have the advantage of higher ground, and the pirates can only approach you through two relatively narrow areas: the gangplank on the ship's bow or the stairs up to the forecastle. That means you can do a lot of the work by throwing down a few land mines in the right places before they realize where you are, and pick off the rest from range. If you get into trouble, there's a medkit and a fresh suit of body armor inside the radio room.

By completing this mission, you unlock the recipe for the Enhanced Perception syringe.

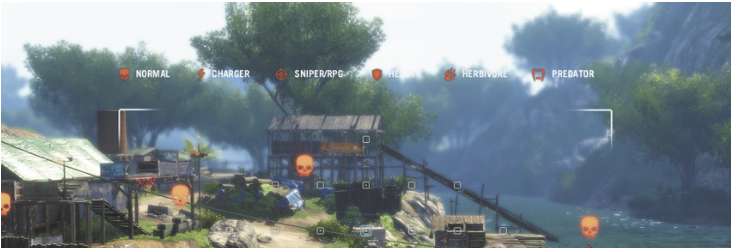
Playing the Spoiler

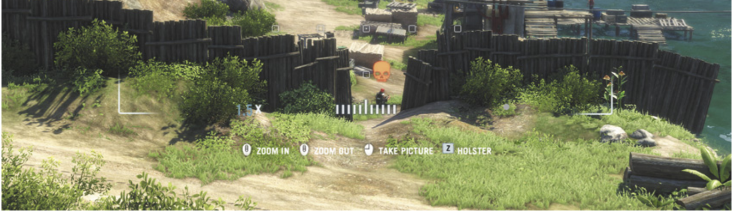


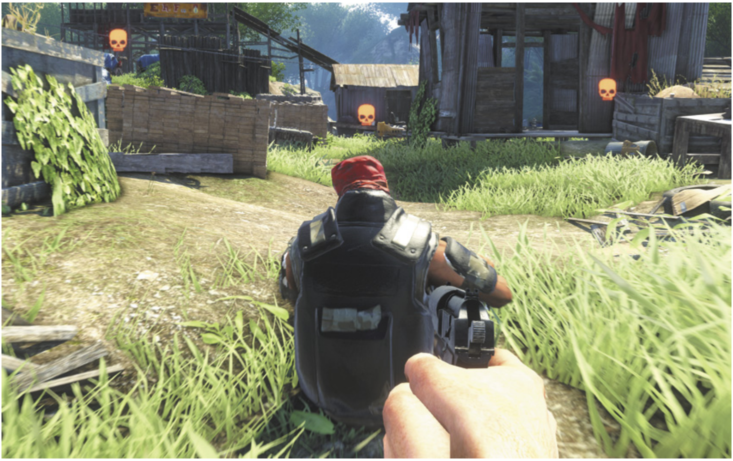
HARD VSYNC ON

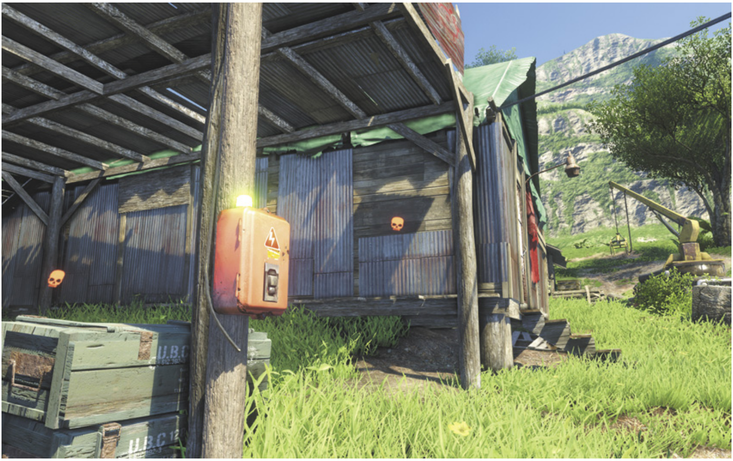
Dennis is waiting for you on the north side of Amanaki Village. He wants you to sabotage Vaas's plans to attack the Rakyat by detonating a storehouse of weapons and ammo at a nearby logging camp. Bring a silenced weapon with you, even if it's just the 6P9 handgun.

This quest takes you into what could be some new territory. If you haven't already disabled the scrambler on the radio tower near your objective, take the time to do so before you start the mission.

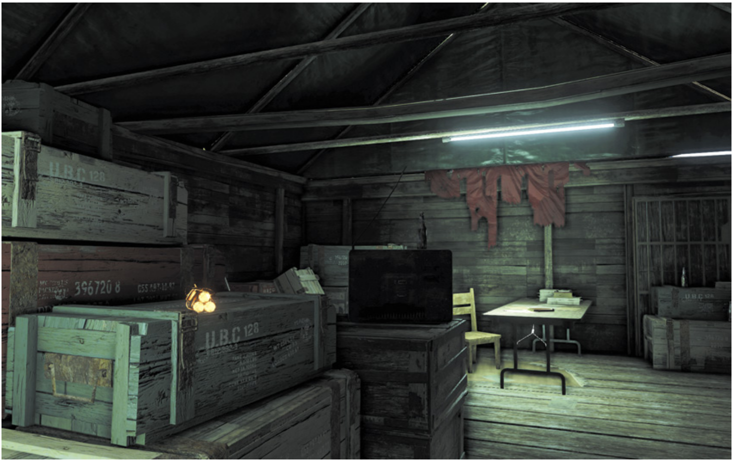








From the vantage point overlooking the logging camp, use your camera to tag as many of the soldiers as possible, then sneak down into the camp. There's a gap in the perimeter fence near the vantage point, and there's a soldier sitting there with his back to it. Shank him, then wait for the patrol on the other side of the camp to turn away from you. This gives you an opening in which to reach and disable the alarm panel.

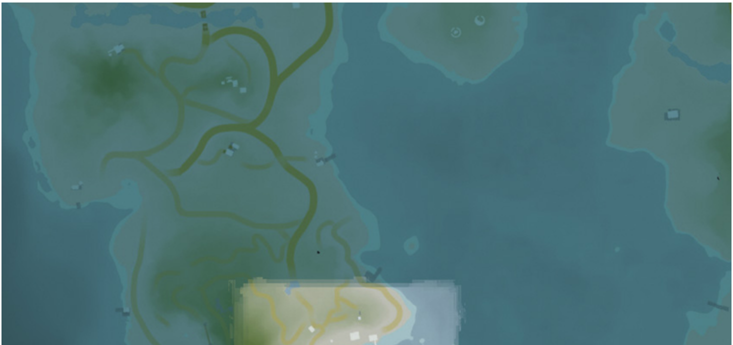


Use your silenced weapon to drop the guard sitting near the weapons cache, then go inside. You can stock up on grenades and ammo while you're here, but after that, plant the bomb and run like hell. You've got about fifteen seconds to reach a minimum safe distance before the charges go off.

At this point, you can either kill off the remaining guards to finish the mission, or just slip away into the jungle. The river next to the camp can be used for an easy exfiltration.

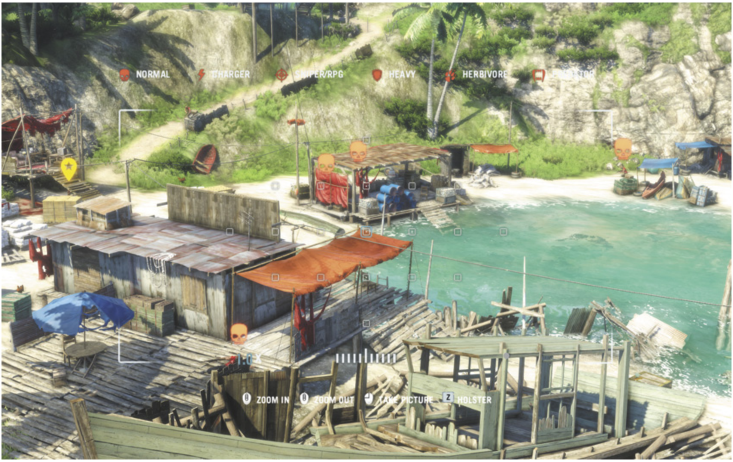
Success here is worth 1,000 EXP. You'll also learn how to make the Deadly Hunter syringe.

Prison Break-In



You have an open ticket to explore the island at this point. When you're ready to progress with the story, head west to Sunset Cove, the area marked on your map. It's in another potentially unexplored region of the North Island, and you'll find it useful to disable the scrambler on the nearby radio tower before you begin the mission proper.

The easiest way to get to Sunset Cove at this point is to fast-travel back to Dr. Earnhardt's place, then go south. The peninsula is infested with both Komodo dragons and the occasional leopard, however, so you're going to want a vehicle. Another option is to grab the glider from near Earnhardt's house and bail out over the water just off the coast, which neatly bypasses about half a kilometer of hostile wilderness.



However you get there, Sunset Cove is a highly fortified target that can be approached several different ways. There are a lot of small buildings in the area that can make for a fun assault, as you duck for cover and constantly stay on the move, and the pirates have a habit of taking cover right next to one of the many red-and-white propane tanks that are scattered throughout the compound. The entire area is built up against a cliff face, which gives you a number of high vantage points from which to pick off the guards below. You can infiltrate it from the water or the cliffs and kill off the pirates one at a time, leaving their bodies in dark corners and empty rooms. It's really up to you.

Whatever you end up doing, a good opening move is to come in from the north side, behind one of the towers, and pick off the sniper inside with a silenced gun. Sneak into the tower and disable the alarm system using this panel. That makes whatever happens next considerably easier, as you don't have to deal with a couple of waves of incoming reinforcements.

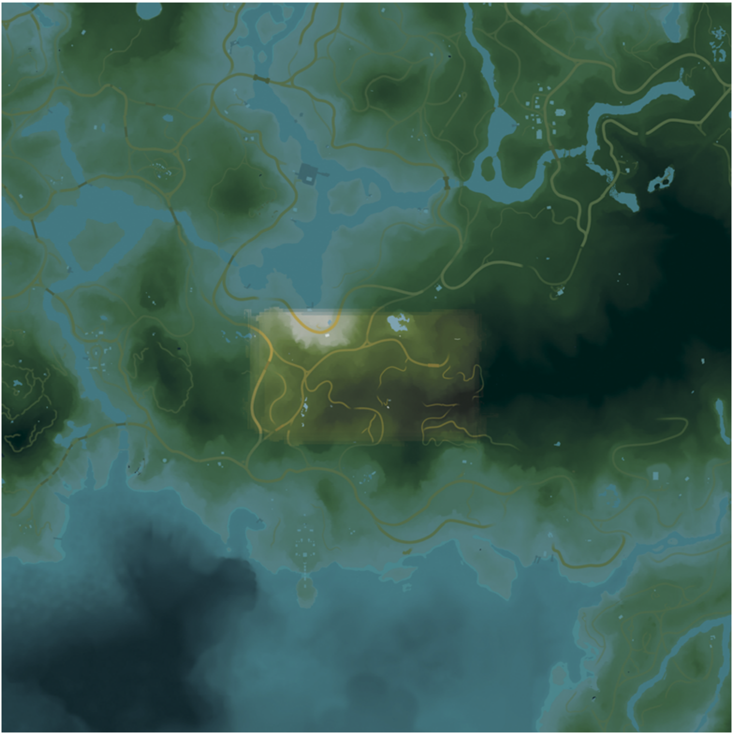
Tip

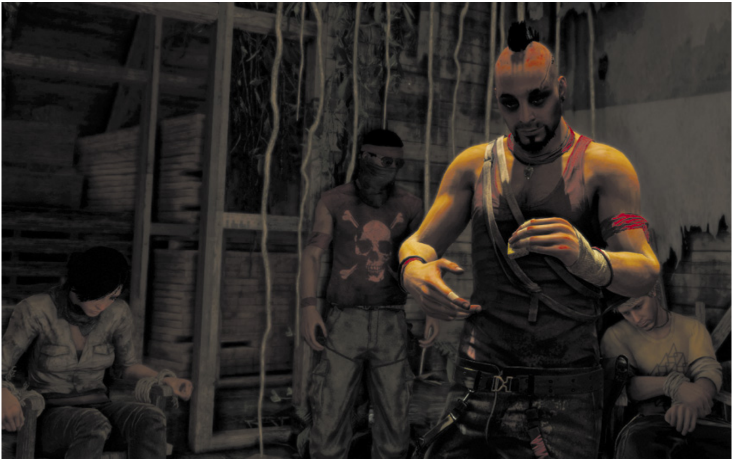
If you decide to assault Sunset Cove, come in from the north side first and pick off the snipers in the towers above the camp. With them out of the way and the alarms disabled, move in from the west road and use the buildings as cover. There are enough men here that they can chew you apart in seconds if they're allowed to focus fire.

Once you've killed the camp operator, loot him to get his keys to the cellblock. The pirates' prison block is accessible through a nearby cavern, and regardless of how you cleared out Sunset Cove, there are about a dozen guards inside that cavern who are completely oblivious to the outside world. It's close quarters in here, which makes it a good time to pull out a shotgun.

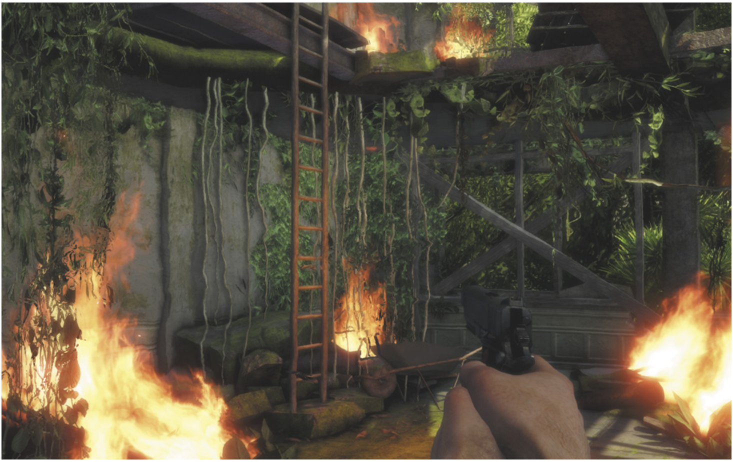
In the cellblock, there's a lot going on that's mostly for show. The tiger can't escape its cage, so don't worry about it. Watch the movie that's playing on the far wall, search the room for a half-hidden Relic, and when you've seen all you care to see, go around the corner.

Island Port Hotel

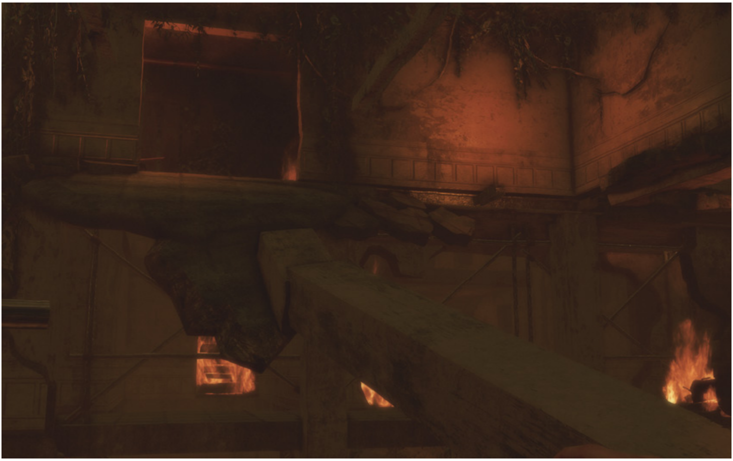


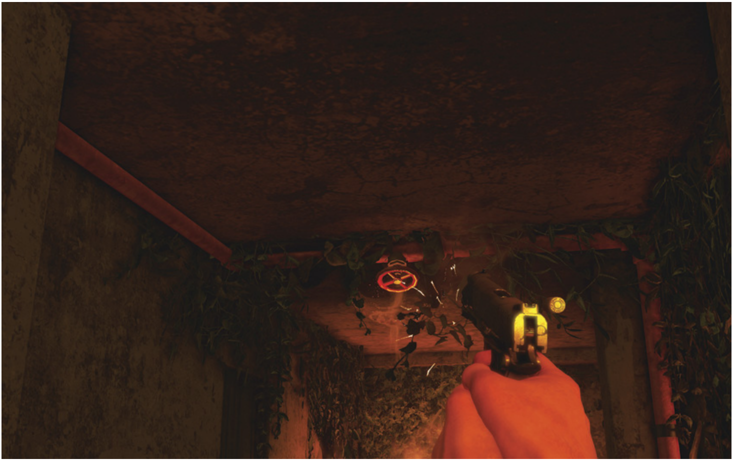


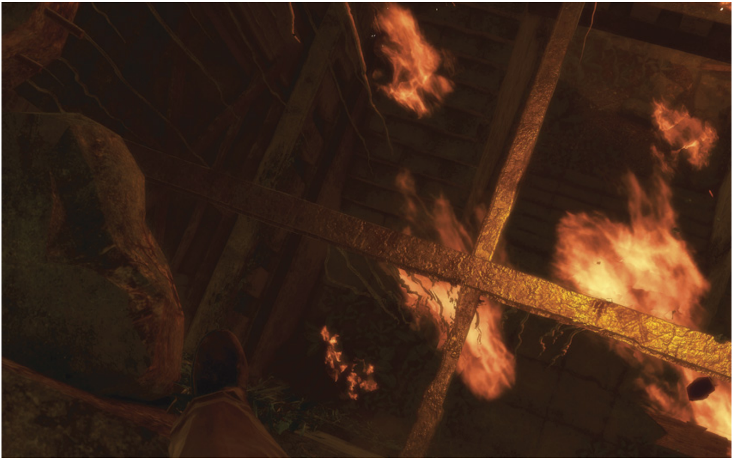
When you wake up, the situation has degenerated slightly. (The bit with the lighter is another subtle plot element. It won't pay off for quite a while.)



After landing, a three-minute timer starts. Head in the only direction you can and equip your gun, then shoot the valves off the water pipes to douse the flames that are blocking off the hallway. Climb the ladder out of the greenhouse, then grab the medkit if you need it, cross the bridge, and smash the door with your melee attack.

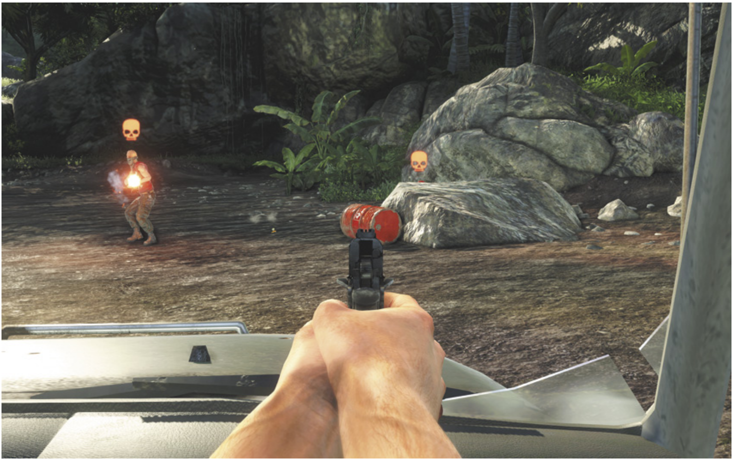






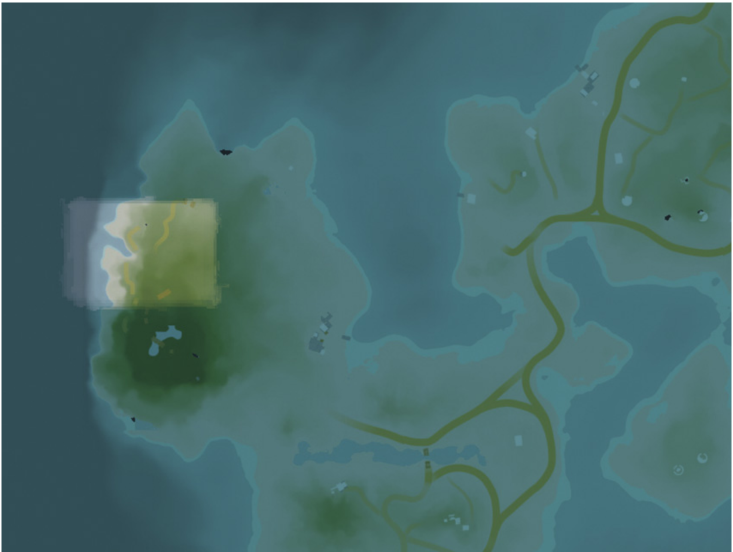
Carefully cross the fallen concrete pillar to the other side of the room, then shoot another valve to extinguish the flames. Crouch if you have to and move along the narrow chunks of wreckage to continue moving up to Liza. When you reach her, the game takes over and you've successfully escaped the hotel.

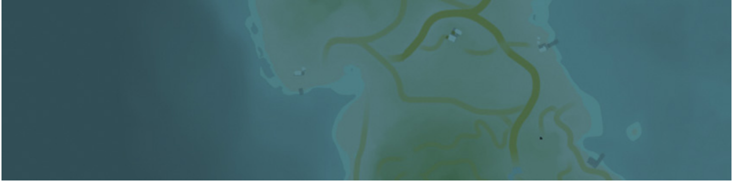
Mash the button indicated onscreen to help Liza get your getaway car started. Happily, somebody's left a GL-94 in the back for you along with an infinite amount of rounds, which is just the thing to scrape random pursuit vehicles off your tail. Fire a few practice rounds to get a feel for the weapon's arc, then aim for their hoods or windshields.



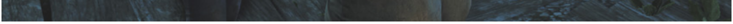
When the car stalls out, Jason automatically switches into the front seat and grabs a .45. Wait for the pirates to move over to the right side of your screen, the better to level more of them at once by detonating the red explosive barrel. Dealing with the ground troops completes the mission. This is worth 1,000 EXP and unlocks Liza Snow's dossier in the Handbook. You also learn the recipe for the Deep Dive syringe and get the Worst Date Ever Achievement/Trophy.

Keeping Busy

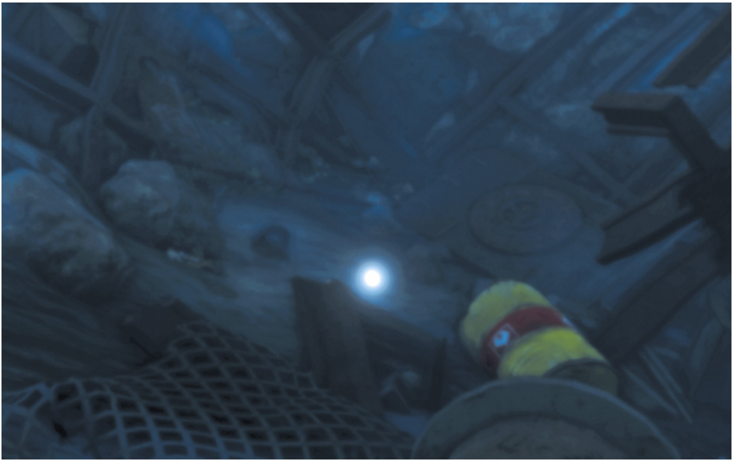




You’re automatically returned to Earnhardt’s house, and whatever weapon was in your top quickslot has been replaced by the .45 from the last mission.

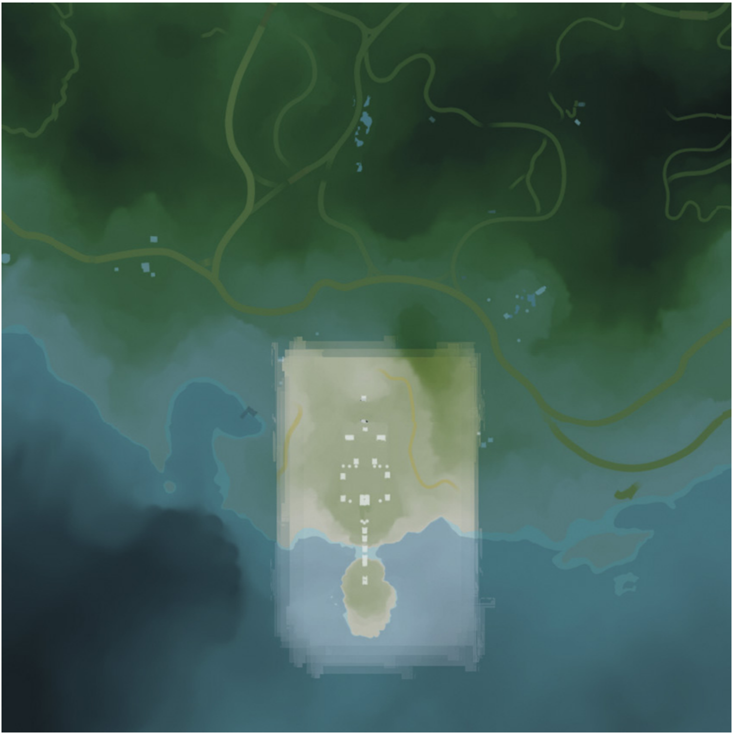


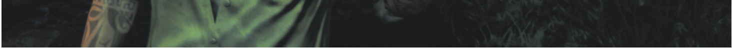
The cave where Earnhardt stashed Daisy is accessible via a small path near the gazebo. Enter the cave to reunite Daisy and Liza, then help Daisy out by finding the power head. It's at the bottom of the water on the far end of the cavern, near a yellow barrel.



Bring that to Daisy, then go see Liza by the campfire. The ensuing load of characterization is worth a cool 1,000 EXP. Daisy's file is unlocked in the Handbook, along with the recipe for Fire Arrows.

Meet Citra





Citra's temple is well southeast of Amanaki Village. If you haven't explored that region of the island yet, you're probably going to want to liberate the Northview Gas outpost just to make sure you can get to the temple without getting ventilated.

Dennis is waiting for you in the temple's front yard. He'll introduce you to Citra, the spiritual leader of the Rakyat, and she'll introduce you to her potent brand of shamanic wonder drugs. It's kind of her thing.

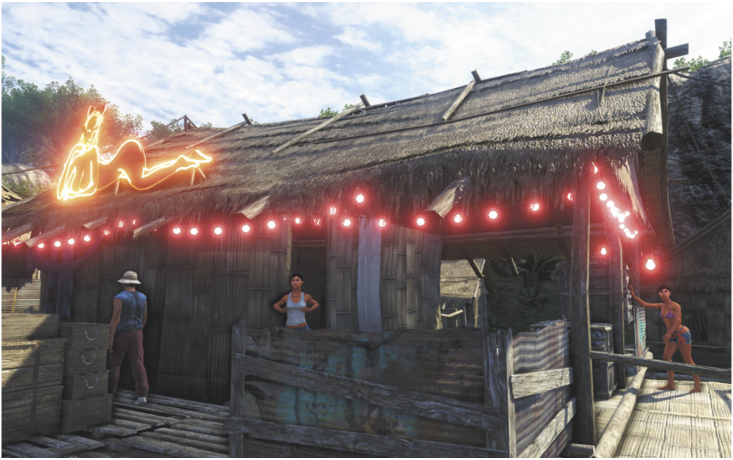
Much like the hallucination in the cave, all you have to do to clear this area is keep moving forward. At the end of the road, pick up the ancient knife.

Back in reality, leave the temple grounds to complete this mission. You'll earn 1,000 EXP and the One of Us Achievement/Trophy, and unlock Citra's entry in your Handbook. More importantly, completing this mission unlocks a full twenty-six new skills for you to purchase.

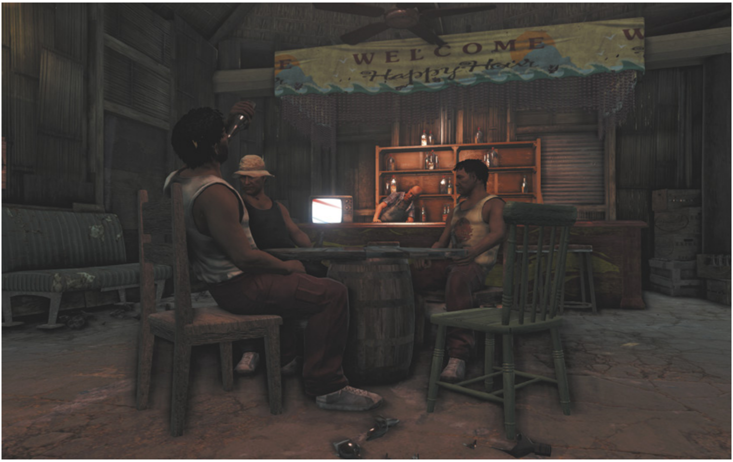
Note

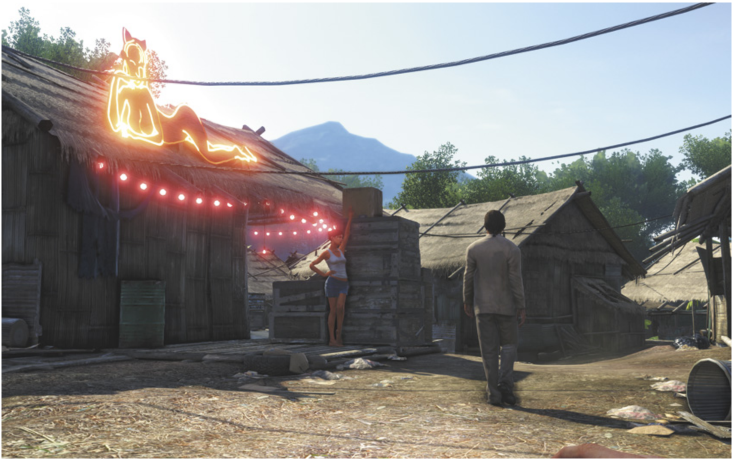
Pay attention to what's going on with your friends during Citra's vision quest. There are plot elements revealed here that won't be touched upon again until the end of the game.

Bad Side of Town



Badtown, which has the most accurately descriptive name of any geographical location on the planet, is now available as a fast-travel destination on your map. It has a general store, but that's about the best thing you can say about it.

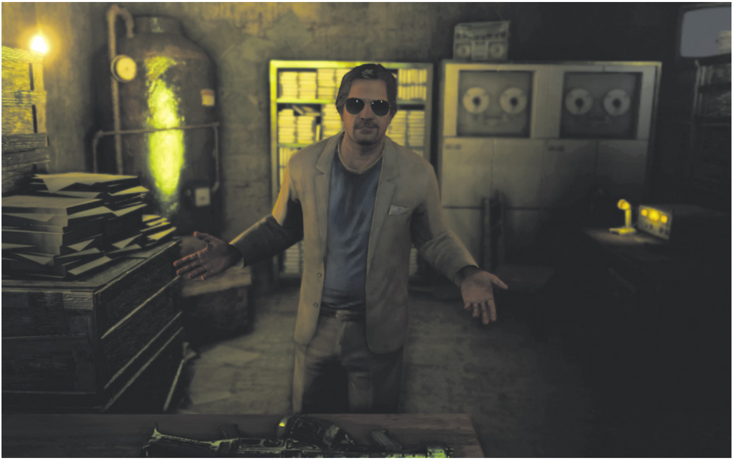




Head to the bar in town and take a seat at the poker table. Afterward, follow the man in white back through town. He's not in any hurry, which makes it easy to keep up with him. If the man in white stops dead in the center of the road, he's about to turn around to check his six. That's your cue to duck behind the nearest building or short wall. If you lose track of him or break line of sight, you must reacquire him within twenty seconds or the mission ends in failure.

Successfully tracking him back to his home is worth 2,000 EXP.

Kick the Hornet's Nest



Enter the man in white's house to make the acquaintance of one Willis Huntley, government operative (?). You might recognize his unique turns of phrase, as he's the guy who's been sending you the entries in your Handbook. Sure, Willis is almost certainly crazy and might not actually be any kind of secret agent, but he just handed you a flamethrower. How bad a guy could he be?

The plan, such as it is, is to deliberately antagonize Hoyt Volker by torching his drug farms near Badtown. The fields in question are almost hilariously well-guarded by well-armed pirates and their trained Rottweilers. The moment the locals realize they're under attack, more pirates will just keep spawning until you either leave the area or finish the mission. The key to success here is to go on a lightning strike; get in, get the job done, and get gone.

The game will advise you to craft a couple of Fireproof syringes before you go to the drug fields, and this is a solid call. As discussed in the Basics section, fire in Far Cry 3 has a knack of spreading to anything in the area that could conceivably be flammable, including grass, trees, buildings, people, and you. The Fireproof syringe doesn't last long, but there are a ton of Crimson Leaves growing wild in the area and any protection from fire is worth taking. This includes the Fire Retardant and Ironsides skills.

The fishing village next to the drug fields is... well, it's full of dead fishermen, just in case you needed more proof that Vaas has to go. More importantly for your purposes, the huts are full of extra ammunition and medkits. If you get into trouble, and you will, it's easy to resupply by ransacking the nearest building.

Tip

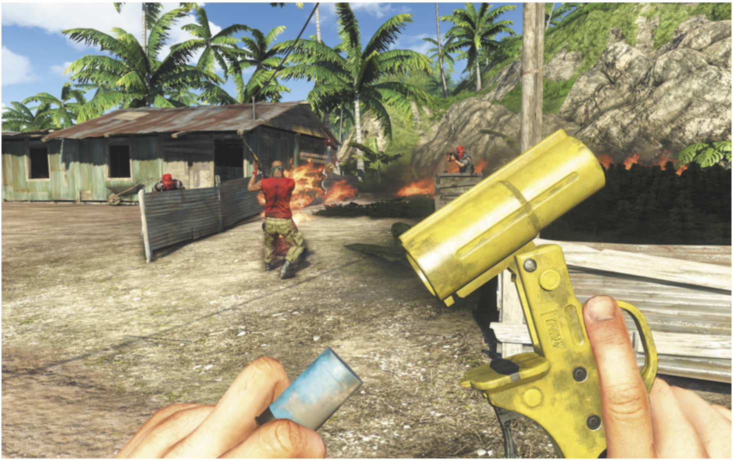
Heartless Pyro

Tip

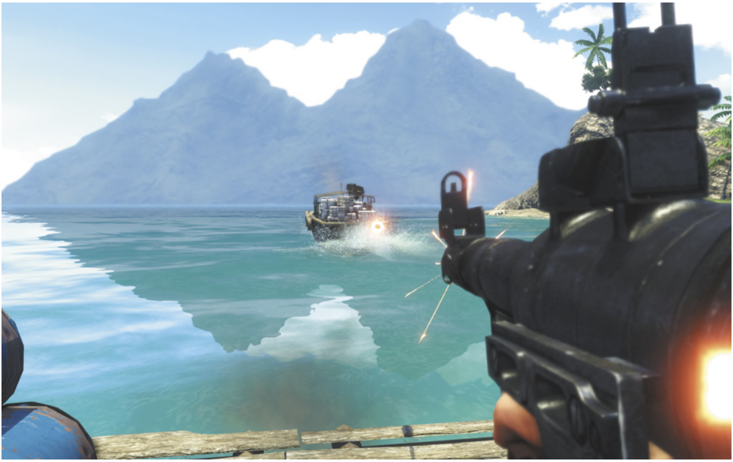
You get this Achievement/Trophy by killing 50 enemies with the flamethrower. This includes animals, but does not include enemies that are killed by any resulting brushfires.

Tip

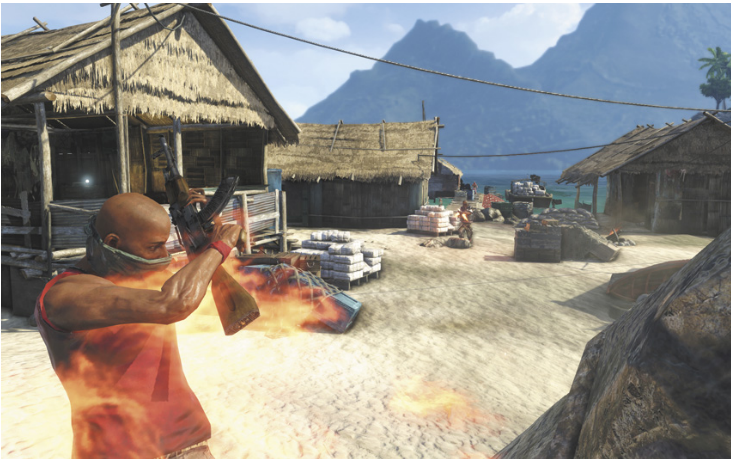
Since you get an infinite number of enemies during "Kick the Hornet's Nest" and there's so much flamethrower ammunition scattered throughout the area, this is an excellent time to go after Heartless Pyro. The flamethrower has a very short effective range, so stay in the fishing village and use its multiple hiding places and blind turns to your advantage. Don't charge into a fight, but instead clothesline your enemies with a stream of jellied gasoline. Keep a healthy stock of Fireproof syringes on hand in case a burning enemy charges you.



Another helpful tip is that while the flamethrower is a lot of fun to use, and there's a ton of ammo for it inside the shacks near the fields, you don't have to use it to ignite the crops. Fire arrows, Molotovs, and the flare gun are all just as valid, and you can detonate the fertilizer drums near each of the fields to set them alight.



Once all five fields have been torched, you must move on to the next stage of the plan: destroy Hoyt's boat. It's parked at the dock in the village, behind a mounted gun, another couple of waves of pirates, and a heavy machine gunner. After you deal with those guys, and it's perfectly valid to plant explosives in the village well beforehand to preemptively detonate the boat's defense squad, you've got a forty-second window to take the boat out before it escapes. A well-aimed grenade will do the trick, or you can grab an RPG-7 from off a crate at the end of the dock. Either way, sink that boat to finish this mission.



Your rewards include 2,000 EXP, a new entry for Willis in your Handbook, and the recipe for Explosive Arrows (which is to say, duct tape plus arrow plus grenade equals wackiness). You also unlock the Cargo Dump side mission.

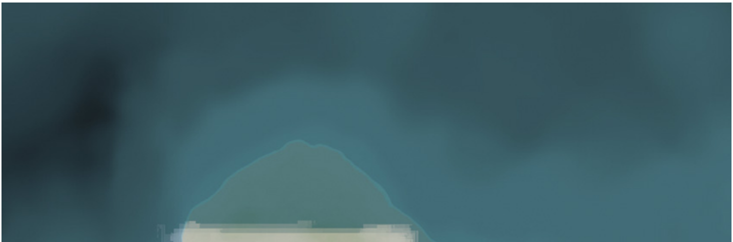
Tip

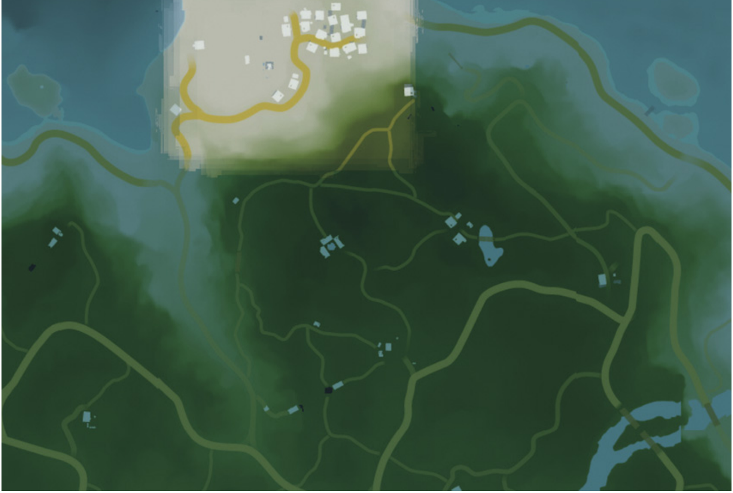
The sheer number of guards and the lack of cover around the drug fields make it difficult to run “Kick the Hornet’s Nest” as a stealth mission, but it’s possible. The key is to use the explosive barrels near the crops, as they’re full of flammable fertilizer. You can sneak into the farm, plant C4 near the barrels, slip away, then detonate the charges in sequence to start a fire that should consume most if not all of the fields. Naturally, this requires that you craft an Extended Munitions Pouch before the mission, as otherwise you can’t carry anywhere near enough C4 to get the job done.

Tip

Other options for a stealth run include using flaming arrows or flares from the tree line. You can also preemptively set charges on Hoyt’s boat and detonate it from range, thus skipping over the entire fight through the fishing village.

A Man Called Hoyt



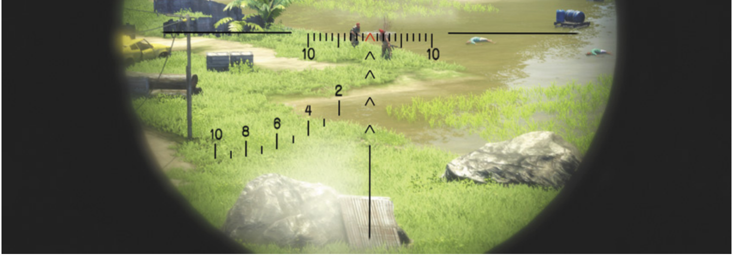


Willis directs you to Barristown, a farming village on the northeastern coast. The closest fast-travel point to it is the evocatively named Camp Murder outpost, which is nowhere near as fun as the name might indicate.

Note

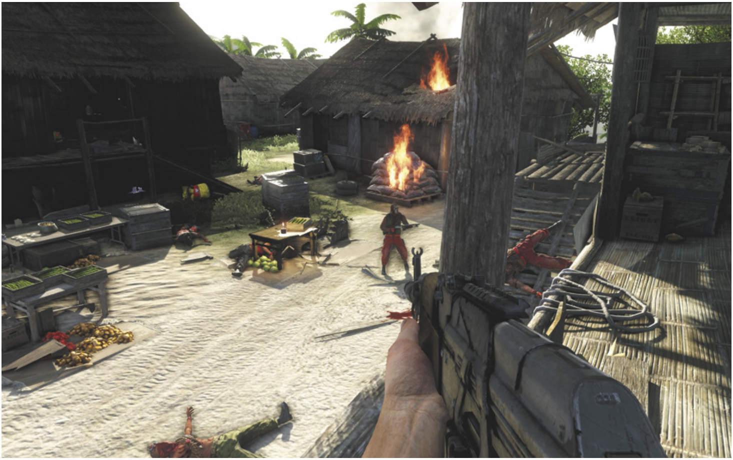
If you have not already done so, either scare up enough cash or disable enough radio scramblers to get your hands on the M-700 sniper rifle, complete with a high-powered scope and a sound suppressor. Now would also be a very good time to invest some skill points in Steady Aim or, even better, Breath Control. The M-700 will be your constant companion throughout the rest of your time on the North Island.

When you arrive at the shack overlooking Barristown, you'll get another call from Willis. It kind of sounds like he's sending you on another stealth mission, but in practice, there's a zipline next to the shack that lets you get right down to where you need to be. There's no reason to go waltzing with guard patrols when you can get right to business.



Use your rifle to eliminate the two mercenaries down in the rice field. These guys are Hoyt's men, and are a generally higher class of soldier than Vaas's pirates. For one thing, they're both wearing light body armor, which means a clean headshot is the fastest way to put them down from here. You can also use the rifle to detonate the land mines in the rice field from a safe distance, as they're all just under the surface of the water.

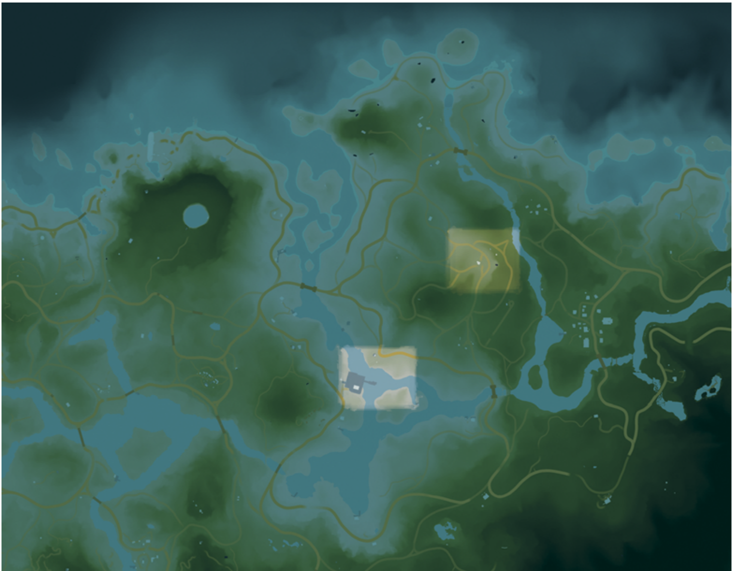
Once the mercs are dead, go rescue Willis's contact Rongo. He's reasonably tough and will be fine if all he has to deal with is some stray gunfire, but if a charger gets on him or he's caught in an explosion, Rongo will fold like a lawn chair. Your best bet for getting him back into Barristown in one piece is to go on an all-out offensive, keeping as much of the pirates' attention on you as you can. The most dangerous part of this escort is right at the start when you're both still in the minefield. After that, it's relatively easy.



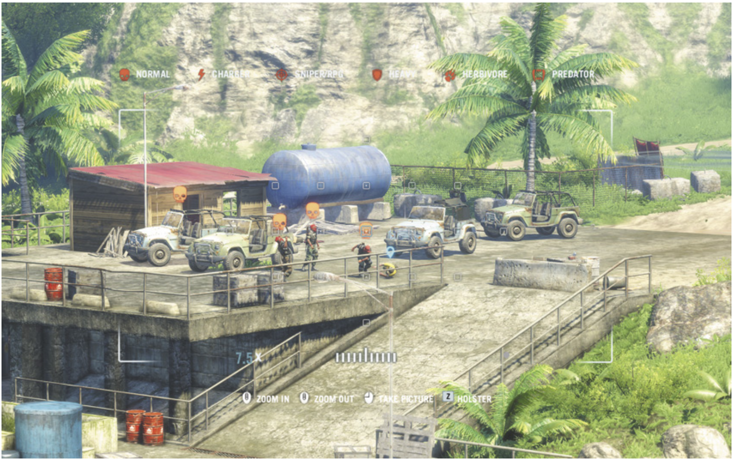
In Rongo's house, you'll need to repel several waves of attackers while Rongo searches for the shipping manifest you need. About half of the incoming attackers are going to charge straight inside after him, so leaving a couple of land mines on the stairs up to either entrance to his house can clear them out in a hurry. Rongo's even left three more land mines out for you, because he is a thoughtful sort of escortee. That leaves maybe a dozen riflemen who are content to hide in cover outside the cabin and pop shots at you, but they have committed one of the classic errors: they think propane tanks are hard cover.

After you've killed the pirates, Rongo's finally got the time to dig up the manifest. You earn 2,000 EXP for completing the mission, as well as the recipe for the Sharpshooter syringe, a look at Hoyt Volker's dossier, and the whereabouts of your buddy Oliver.

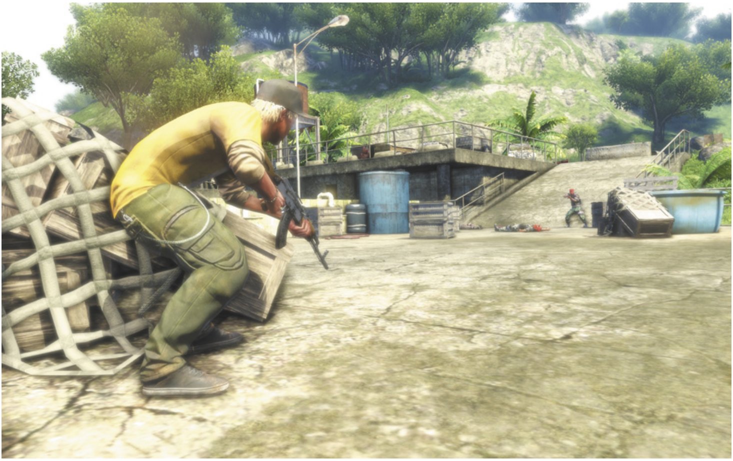
Saving Oliver



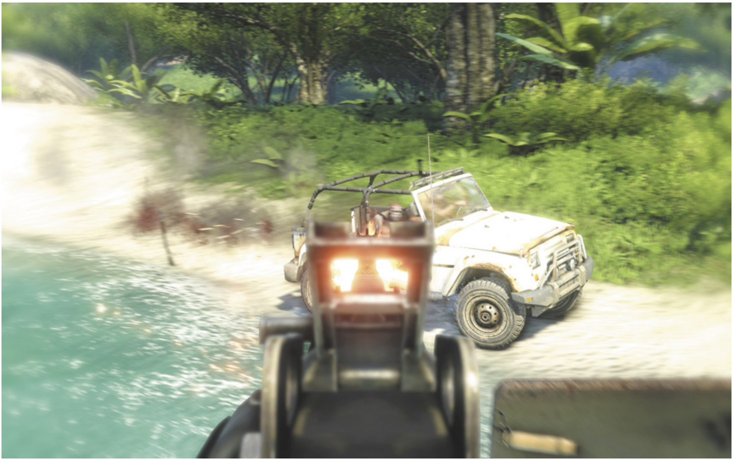
The closest outpost to Willis's rendezvous point is the Rail Yard. Fast-travel there and head north to an old mining depot, where you'll find out two things: one, the entire area is infested with Komodo dragons, and two, you're late. Get into the jeep parked at the rendezvous point and drive south to the river, where you'll have to dispatch two pirates.

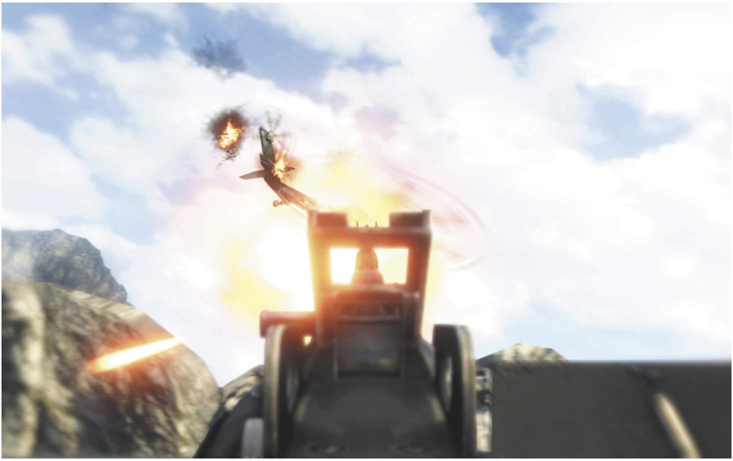


Use your camera to tag as many of the mercenaries as you can, then as one of them starts taking Oliver over to the helicopter, switch to your rifle and open fire. It doesn't matter if you kill anyone with your first shot, although it's helpful; you just need to get them to dive for cover, which gives Oliver his chance to escape.



Then he makes his big mistake, which is to pick up a gun and draw attention to himself. Oliver isn't that damage resistant, which means any soldier who gets close enough to him can kill him without much difficulty. That wouldn't be so bad if they weren't all charging his position. Cover him as Oliver moves towards the end of the dock, prioritizing soldiers that either take cover near explosive barrels or who get close to Oliver. You'll want to land headshots as often as possible, as again, these guys have body armor.





When Oliver reaches the end of the dock, he'll steal a boat. Jason automatically drops the sniper rifle when Oliver gets into position. At that point, jump into the water below you and climb into Oliver's boat. As he drives you both to safety, use the boat's turret to deal with the mercenaries who try to stop you. This'll involve jeeps, boats, a helicopter, and a bunch of guys on bridges who are all standing conveniently close to explosive materials. The mounted gun will overheat if you fire it on full-auto for too long, so try to stick to long, aimed bursts.

Tip

A mounted gun deals enough damage to blow up a vehicle eventually, but you'll get results faster if you aim for its driver or pilot. This is particularly helpful against enemy helicopters, as if you kill the pilot, they slowly spin to the ground and explode, taking out anything underneath them.

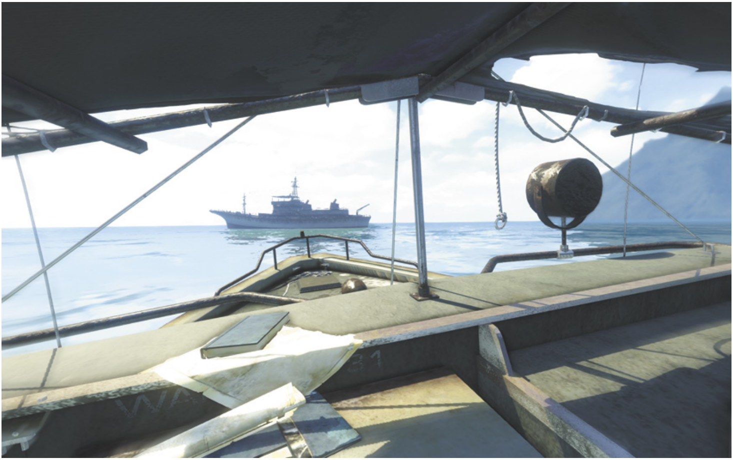
Oliver's rescue unlocks his dossier in the Handbook, as well as the recipe for the Sprint Burst syringe. You also earn the Hands Off My Stoner Achievement/Trophy.

Piece of the Past

You'll automatically return to Daisy's cave with Oliver in tow. She's been busy, and has cleared a lot of the wreckage away from the far end of the cave, which lets you get to a very well-hidden Relic. There's also a dish of Earnhardt's pills set up near Daisy's boat, and you can take two of them to have a couple of interesting flashbacks.

Leave the cave to get a call from Willis. He has a lead on Keith, which means you need to go see a guy named Buck in the bar in Badtown. Buck, in turn, wants a favor of his own: help him find and claim an old Chinese ritual knife that's located somewhere on the island, and he'll give you Keith.

Towards that end, you must "infiltrate" the Nostalgia, an ocean liner that's currently docked off the east coast of the island, almost directly north from the Tequila Sunrise outpost. This can be accomplished as a stealth mission, but there are a lot of complicating factors that can turn this into a shoot 'em up. Bring a shotgun, plenty of C4, a fresh suit of body armor, and just to be safe, a couple of doses of Deep Dive.



The Nostalgia is about 400 meters out to sea, so you'll need a boat to get out there without becoming shark bait. Luckily, there are quite a few assorted water craft parked in the waters up and down the coastline nearby.

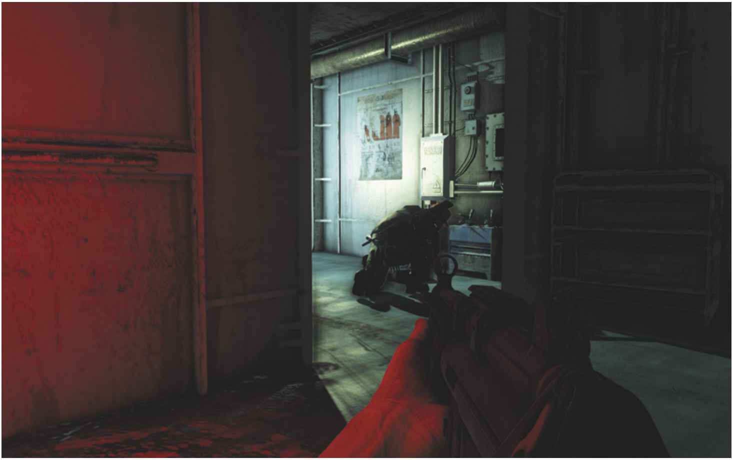
Tip

If you want to attempt a covert insertion, thus justifying the use of the word "infiltrate," ditch your boat about 100 meters away from the Nostalgia and swim the rest of the way in. There are two ladders on the ship's stern that you can use to climb aboard, and if you're careful about it, you can sometimes get onto the deck without alerting anyone. Climbing a ladder while dripping wet is not a particularly stealthy action, however, and you should not be surprised if the "infiltration" becomes an "open assault" by the time you've reached the deck.

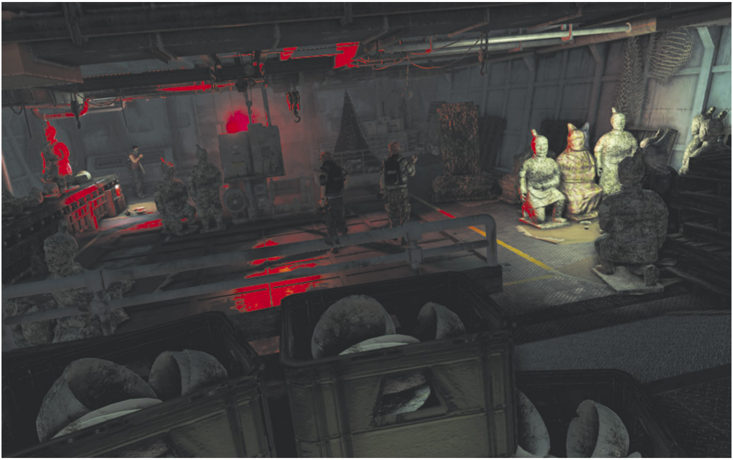
Tip

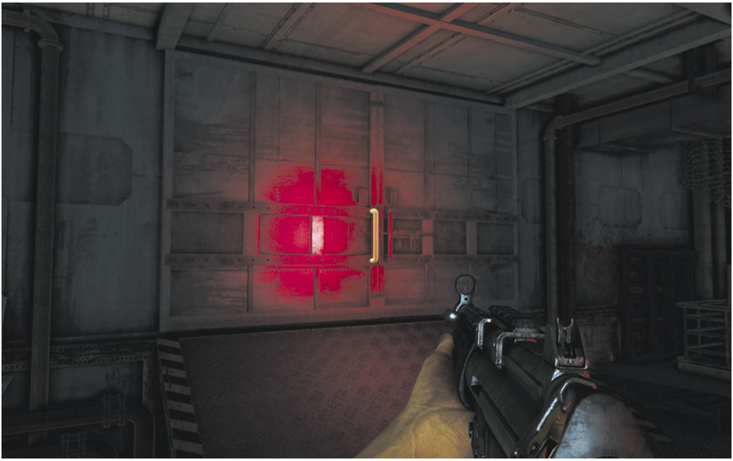
If you'd prefer to be a bit more direct, there's a patrol boat docked off the coast of the small island just south of Vaas's stronghold, northeast from the mainland. You can drive that out to the Nostalgia and use its turret to sweep the deck before you ever get aboard. It's also useful for shark hunting.

However you get aboard, watch out for the heavy machine gunner on the ship's bow and the two snipers who are stationed on the forecastle. Sweep the ship clear of human life, then head further inside.



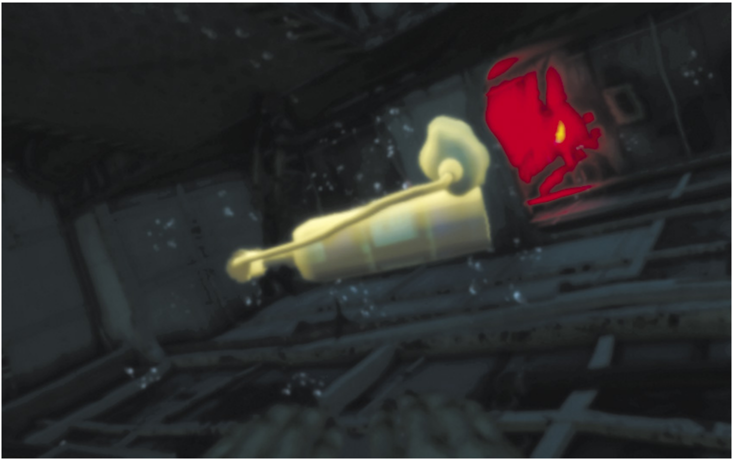
Below decks, use a Takedown on the first soldier you see, then carefully tag the two pirates in the next room. When the patroller moves away, slip into the room and silently kill them both. That lets you disable the nearest alarm panel, which in turn makes it theoretically possible to stealthily move through the rest of the hold.





That's a difficult prospect, though, and as such you shouldn't be surprised if you end up in a fight. Deal with the chargers and soldiers in the rest of the ship, which culminates in committing a crime against the entire field of archeology (be sure to use a lot of grenades in the room filled with ancient terracotta soldiers), and as you approach the last door, keep some C4 handy. A heavy machine gunner will come through that door right as you approach it, and the fastest way to deal with him is to drop a charge at his feet the moment you see him and backpedal away. C4: It Solves Problems.

After you've gotten a chance to use the laptop, you'll have a close encounter with Hoyt's uniquely paranoid take on computer security. Now that the ship's sinking, you have to escape before it reaches crush depth.



There are a number of oxygen tanks scattered around your escape route, but they're easy to miss and it's not immediately obvious which way you should go. If you're having trouble, this is why we mentioned having a couple of Deep Dive syringes with you.

After you find the first oxygen mask, turn left at the hallway and go through the open door to reach an air pocket. Keep following your objective markers through the ship, but stay on your guard, as one of the pirates isn't quite as dead as he looks. Take care of him with the onscreen button prompts, then make a break for the window to escape the wreck of the Nostalgia.

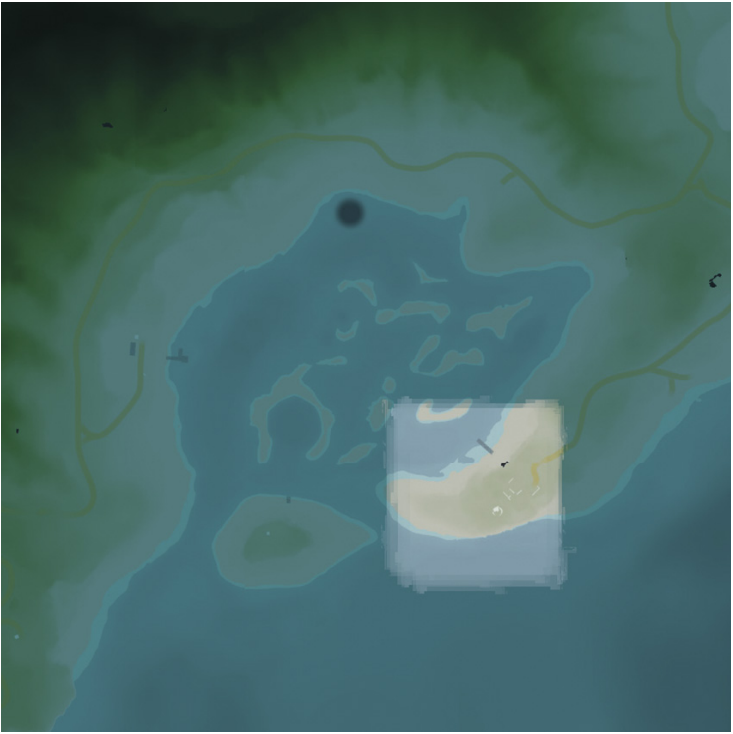
When Jason comes to, you've washed up on the shore near Nat's Repairs. You'll receive 2,000 EXP, the valuable Endorphin

Boost recipe, and Buck's entry in the Handbook. You've also acquired an old compass.

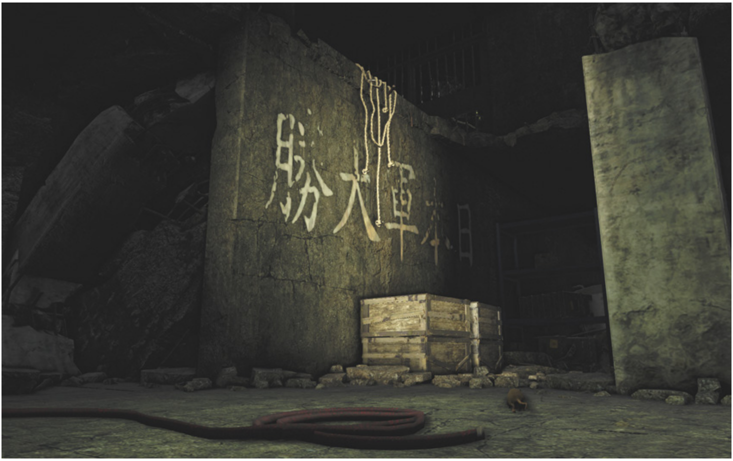
Note

Take a few minutes to resupply and clear out your Rucksack before you embark upon the next mission. Old Chinese artifacts are the most valuable loot items in the game, and you're about to find a lot of them. It's great for your pocketbook if you can bring as many of them back out of the next mission as possible.

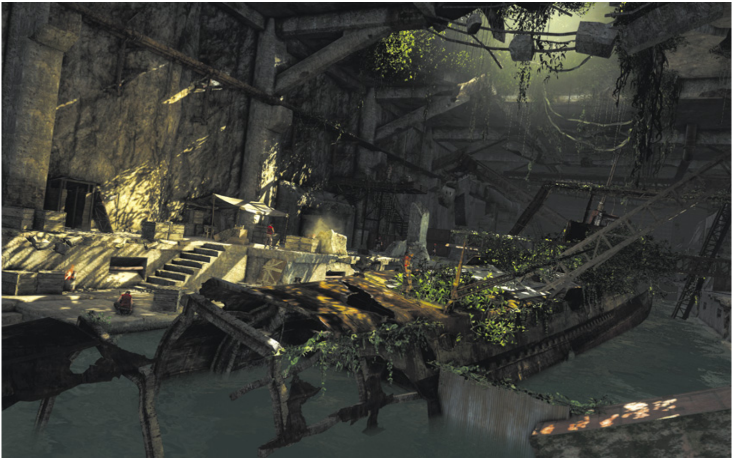
Down in the Docks



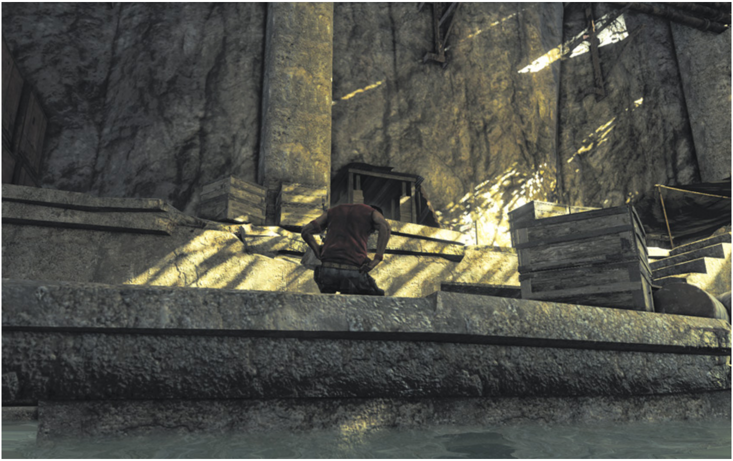
Buck's waiting for you at the end of the peninsula southeast from Nat's Repairs, and he's got a history lesson for you. Long story short, Vaas and Hoyt have some men out looking into rumors about ancient Chinese ruins on the island, which the Japanese were also looking to find during World War II, and finding Buck's knife is going to put you in direct conflict with them.



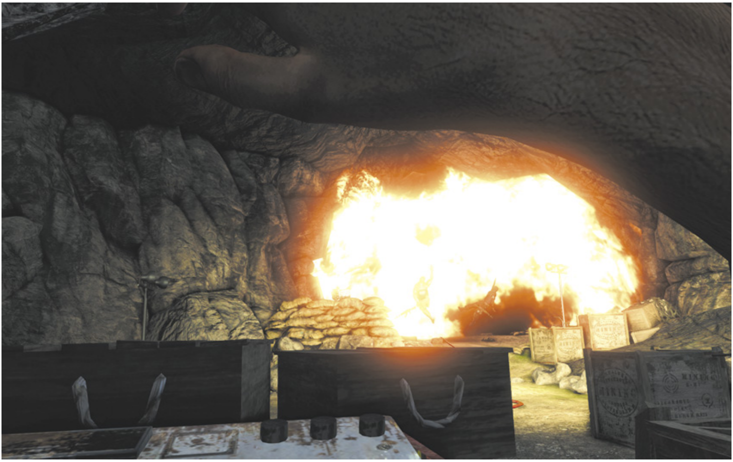
The old Japanese bunker at the end of this peninsula is the site of the most recent dig. When you enter, that ominous hissing you hear is from a couple of irritated snakes that are scattered throughout the area. Watch out for them, as they're placed to jump on you if you go looking for extra loot.



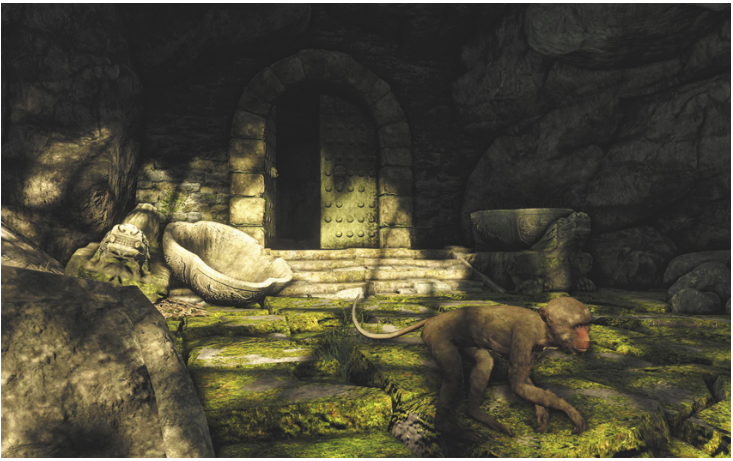
Use the crates against the wall to reach the overhead ledge, then edge around the hole in the floor and jump across the gap. The broken staircase leads down into a drainage ditch, and that in turn leads to an old Japanese submarine station.



The station abuts the old Chinese tomb that Buck mentioned, but it's at best problematic to get through the station without a fight. There are two chargers with Molotovs on sentry duty, one of whom is on top of the wreckage of the submarine, and they're likely to see you the moment you get out of the water. You can easily drop the first pirate by the stairs with a Death From Below Takedown, then swim back down beneath the surface of the water and use the discovery of his corpse as a distraction, but honestly, that's a lot of work for no real reward. It's easier to just shoot everyone.

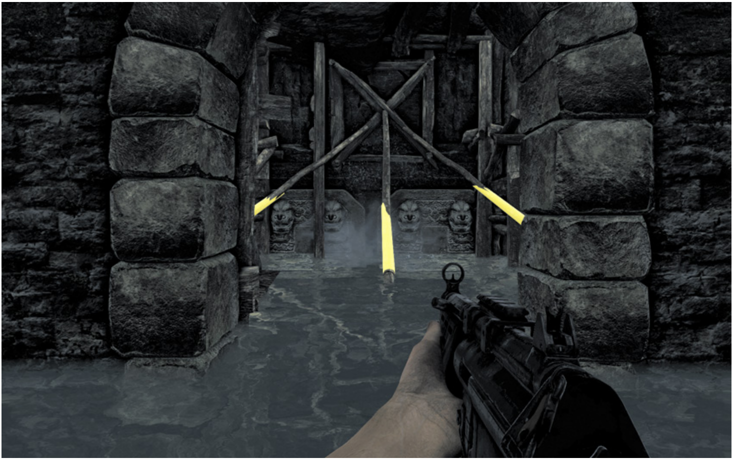


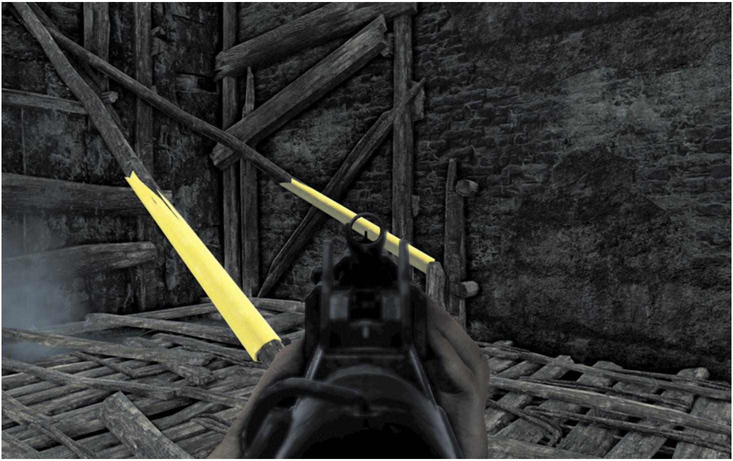
When you make it into the cavern, you'll have snuck up on four of the most oblivious guards in the history of the species. One of them is sitting on a mounted gun that's pointed back towards the entrance, but another is busily setting up breaching charges on the entrance to the tomb. If you use a couple of thrown rocks to bring the first two guards over to the entrance, you can then use the pirates' own charges to blow the door and take out the gunner simultaneously.



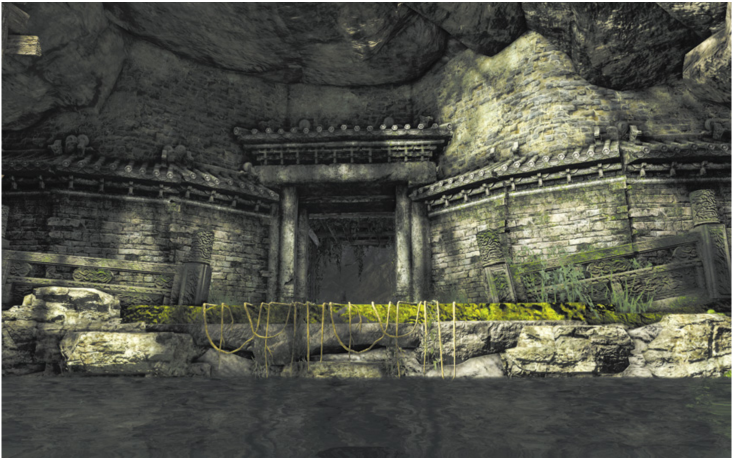
With the entrance to the ruins breached, go ahead and start exploring. There's a macaque in the entrance you can shoot to unlock its entry in the Handbook. Eliminate the snake in the hallway, then look down into the water at the end of the path before you jump down. There's a crocodile waiting for you in the water, but you can easily shoot it dead from here.

Swim through the water, get out of the water to open the gate, and drop back into the water. In the front hall of the ruins, jump across the gap… and promptly end up falling nearly to your death. Jason really can't catch a break with this kind of thing.

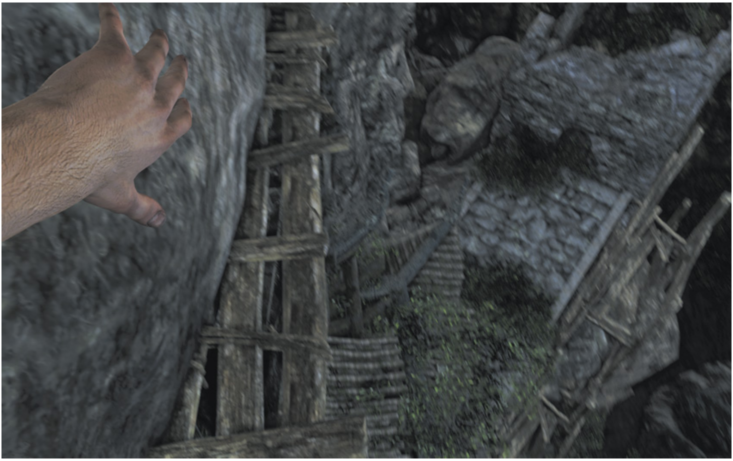


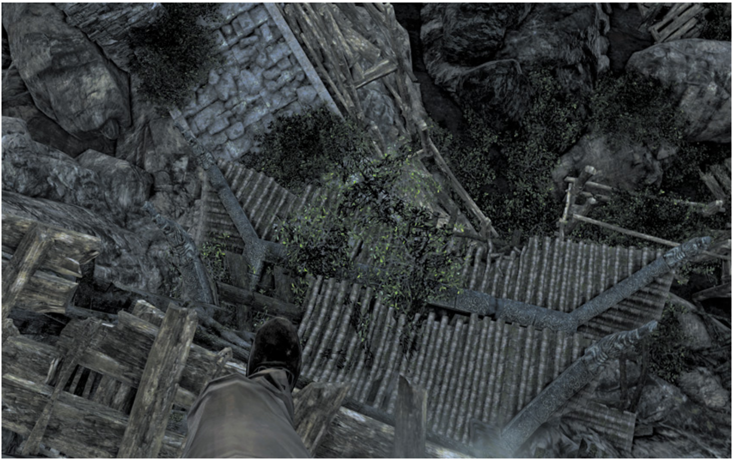


When you come to, it's time for a puzzle of sorts. You need to get to the high ledge, but there are no handholds with which you can scale the wall.



Turn left, open the door, and break the three old wooden poles holding the sluice gate shut. This partially floods the room. Repeat the process with the right-hand door, and when it gets stuck, swim over it and break the second set of poles. You can use the ensuing higher water level to reach the ledge.





Sweep the area for loot boxes, then take the compass piece from the tomb. In the best traditions of action archeology, that triggers the destruction of the ruins. To escape, if you're facing the tomb, turn left. There's a narrow wooden walkway along the wall that you can use to reach open air.

You'll end up a few hundred meters southwest of Badtown, 2,000 EXP richer.

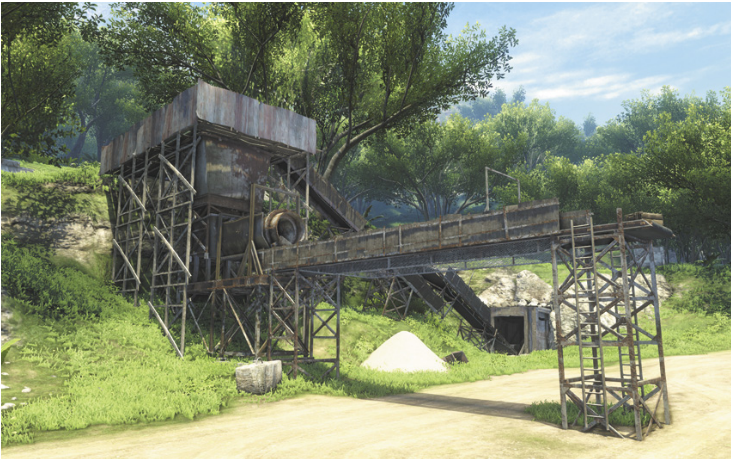
The Motherlode

Caution

If you aren't already carrying an M-700 with a high-power scope attached, get one before you start this mission. It's also a good idea to pick up Soft Landing in the Heron skill tree, as there are a few jumps in this mission that can inflict significant damage if you don't hit them exactly right.

Note

As in the last mission, go into this one with as much space in your Rucksack as you can manage, the better to bring out tons of high-value loot.



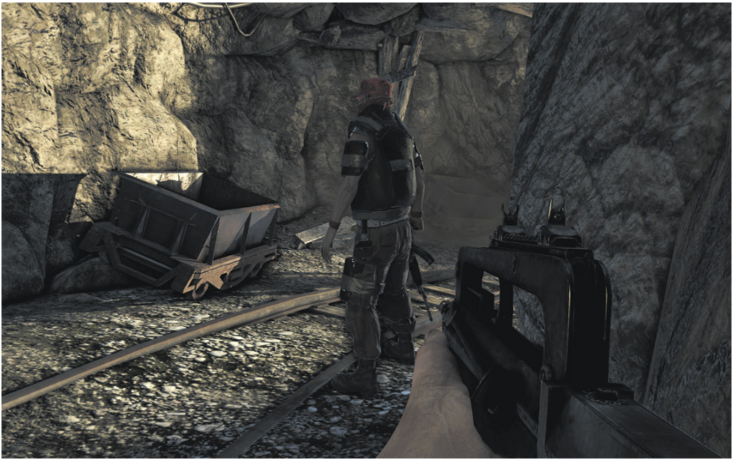
The next stop on Buck's magical misery tour is about half a kilometer west, near the Old Mines. You'll know you're getting close when you find the abandoned ore conveyor.

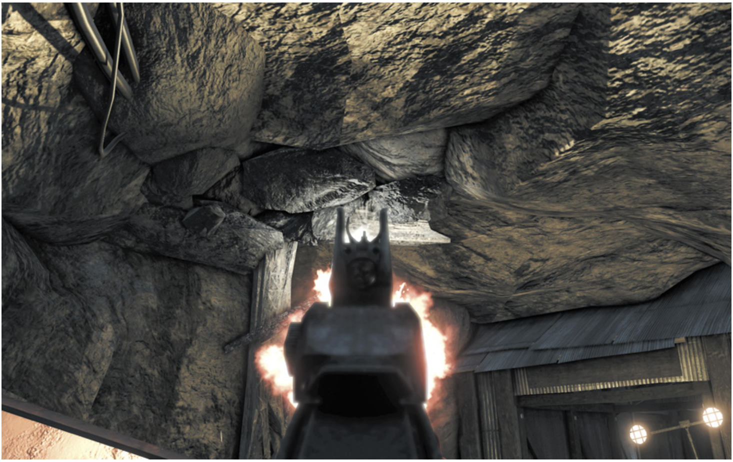
Tip

Turtle Time

Tip

Galapagos tortoises are a rare sight around the North Island, but a few of them can often be found in this area. They generally aren't worth hunting, as their shells make them deceptively tough and the only result of "skinning" them is a Shell worth $10, but killing one unlocks their entry in your Handbook's Survival Guide. This counts towards the 50 you need for the Jungle Journal Achievement/Trophy.

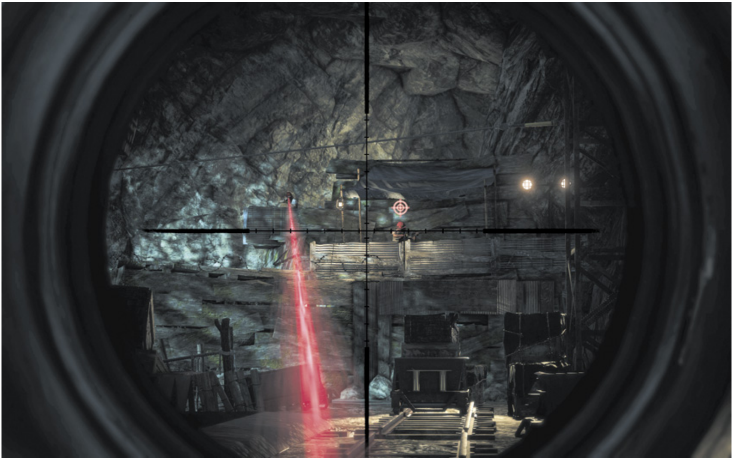




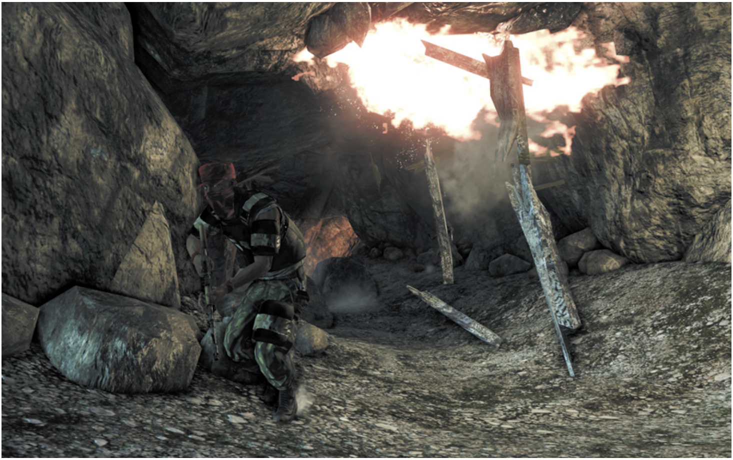
After another illuminating conversation with Buck, head into the old mining tunnels. Vaas's dope squadron is already here. You can save some ammo by shooting out the old tunnel supports, which drops large chunks of the ceiling on the head of anyone who's standing nearby, but that tends to alert every guard in the area that something's up. These are very close quarters, which makes it an excellent place to use your multi-target Takedown skills.

Tip

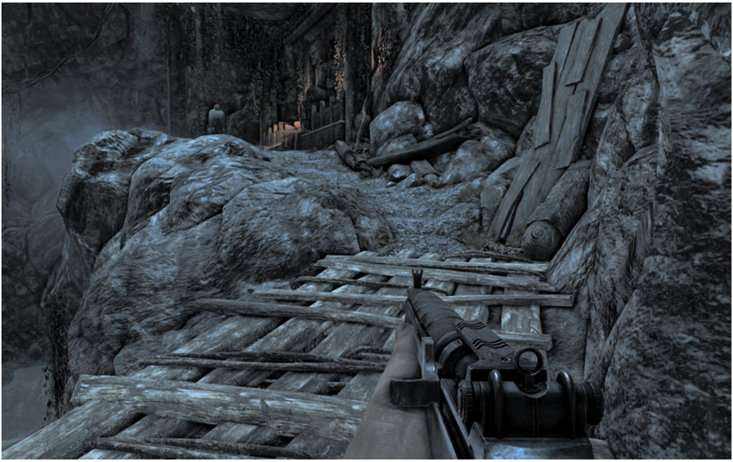
If you don't have the Death From Above Takedown or Line Gunner skills, now is a good time to grab them.

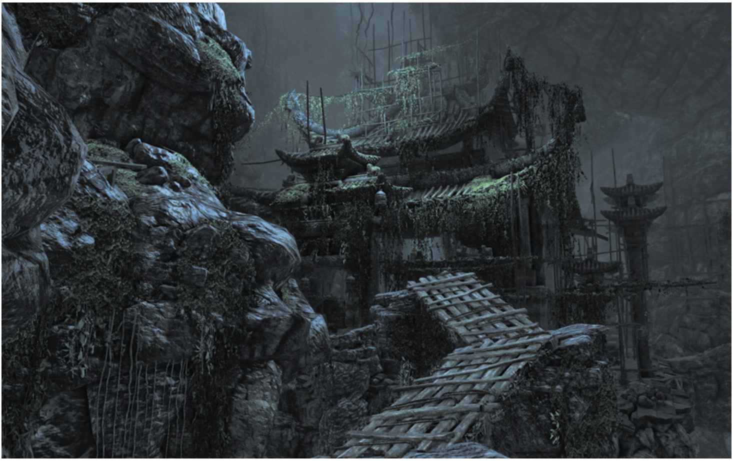


When you get through the first tunnel, you emerge onto a narrow bridge. Take cover behind the minecart and counter-snipe the two snipers at its other end. Eliminate the soldiers to your left, across the chasm, and stay at range for as long as possible. A heavy and a couple of Molotov chargers appear from the snipers' ledge and rush you as soon as they realize you're there. The farther away you are, the less of a problem they'll be. You can mine the rope bridge across the chasm to help deal with the heavy.



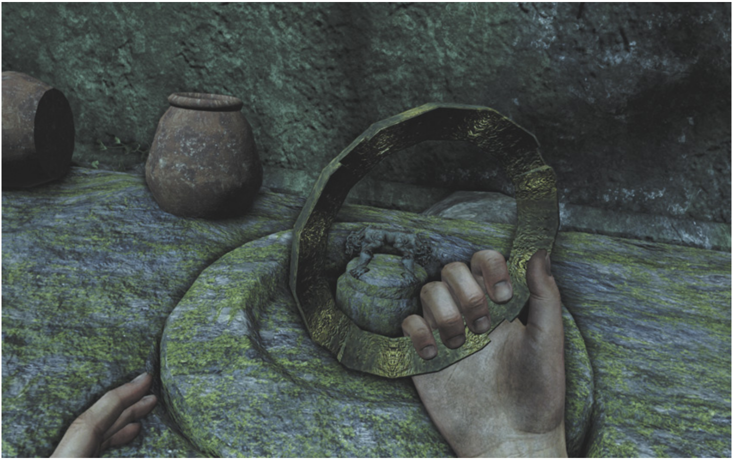
The next leg of the trip is in an unstable cavern, with a bunch of soldiers and snipers who were already alerted to your presence when you took out the snipers in the previous room. Destroy the wooden supports before you go through it, so stray bullets can't drop rocks on you, and deal with the soldiers.

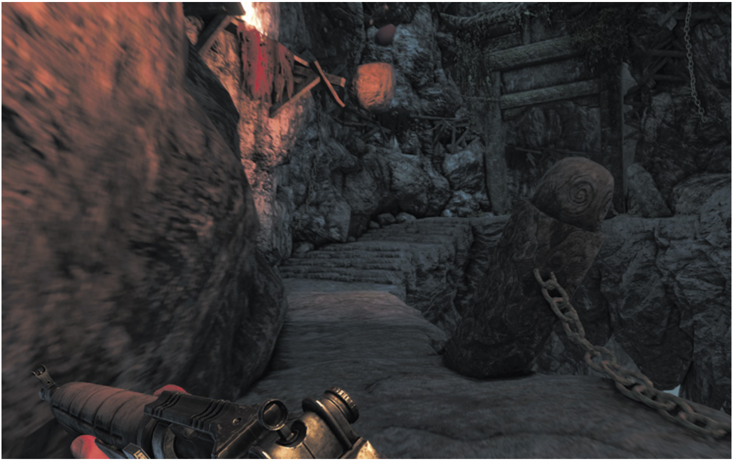




Now that you're the only living human left in the tunnel, use the compass to open the old Chinese door. In the "dead end," use the not-at-all-labeled switch on the floor to open three secret doors. The two on the top level simply lead to loot chests, while the third, in front of you, leads deeper into the ruins. You'll need to watch out for some Komodo dragons, but otherwise use some carefully judged leaps to get from rock to rock and move closer to your goal.

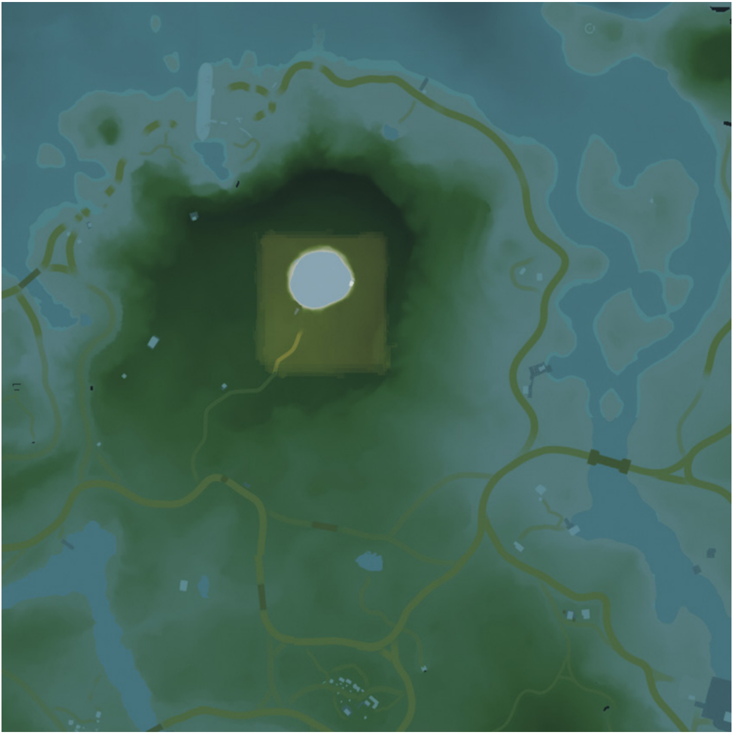
After an elevator ride that goes exactly like I think we all believed it would, kill the snake in the path ahead, then carefully run across the gaps in the path ahead of you. If you try to jump the chasm, it's easy to overshoot the next platform or to get just enough vertical height that you'll take damage when you land. It's better to simply sprint off the edge of the previous platform and trust to your momentum to carry you to safety.



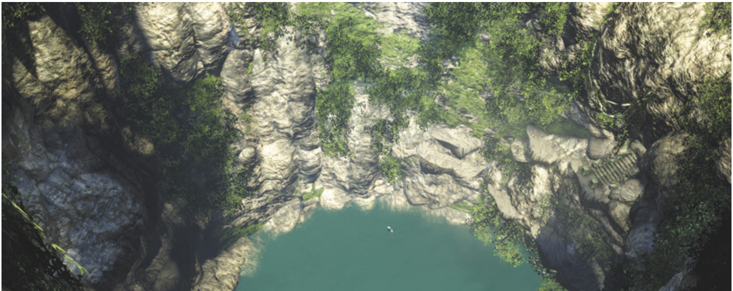


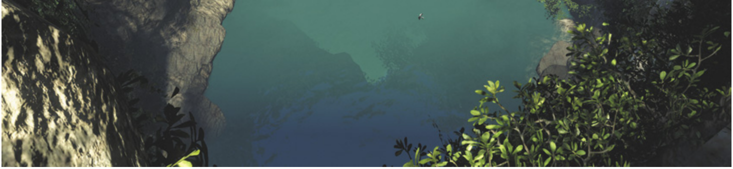
Repeat the process a couple more times to reach the temple you saw below you. Take out a Komodo dragon on the floor before you descend the stairs, then search the area. The next piece of the compass is on a nearby bier, but be sure to loot any chests around before you take it, as it's apparently a load-bearing quest item. The next stage of the quest is straightforward enough: run like hell. You'll get 2,000 EXP the next time you see daylight.

Lin Cong I Presume?



This is a good opportunity to use Line Gunner. Grab that skill if you don't already have it, and be sure to pack a one-handed gun. The Skorpion may work best for this purpose.



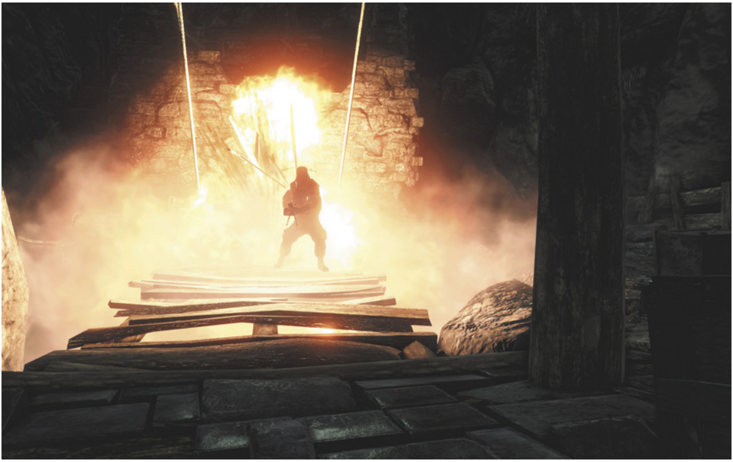


There's a massive cenote, a deep sinkhole that exposes a natural source of groundwater (who says video games aren't educational?), north of Amanaki Village. You may have stumbled across it earlier in the game, as it's just south from where the Medusa is beached. Now Buck is waiting there for you, and he'd like you to take a leap of faith.

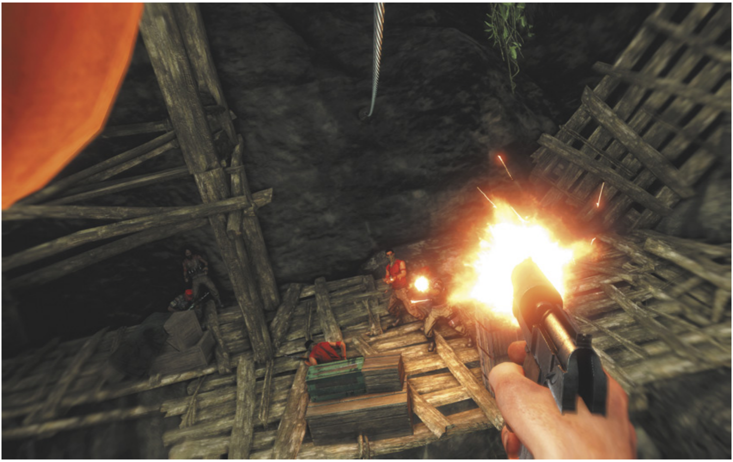
This may not look safe (at all) but there's more than enough water at the bottom of the cenote to break your fall. There are even a couple of hidden Relics on either side of the cenote's walls, just to reward you for your bravery and/or stupidity. The tomb you're looking for is on the west side of the cenote, and can be reached by climbing some vines. Enter the tomb through the ancient door set into the side of the tunnel.

Tip

When you reach the ancient door, check a bit further down the tunnel to find a Relic for an easy 250 EXP.



Naturally, you're a few steps behind Vaas's men. You can drop the first guy you see with a Death From Above Takedown, but they've brought a couple of guard dogs with them, which means the rest of this stage is likely to turn into a firefight. When the drawbridge ahead of you drops down, it's so a heavy machine gunner can march in and open fire. Greet him with a couple of Molotovs to the dome.



Use the zipline to get down to the gangplanks below you. It's possible to time the landing so you end up in position to take out at least two of the nearby pirates with a Chain Takedown, but don't stress it if you can't handle it. Deal with the closest soldiers, then take cover and pick off the eight guys below you with a silenced rifle. Stay mobile; you've got higher ground, but at least one of the chargers below you has a really good pitching arm and there's a chance he can drop a Molotov on you from there. When the zone's clear, use the third zipline to descend to the floor.

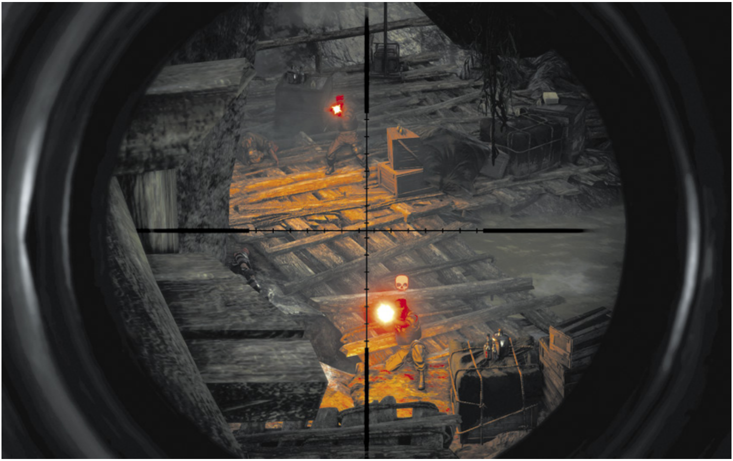
The third zipline you take sets you down in a storage room with a lot of ammo and grenades. Stock back up, then continue down through the ancient Chinese construction gangplanks. Hoyt and Vaas's men have left a lot of supplies (mostly grenades) scattered around down here, so feel free to blow up anyone who looks at you funny.

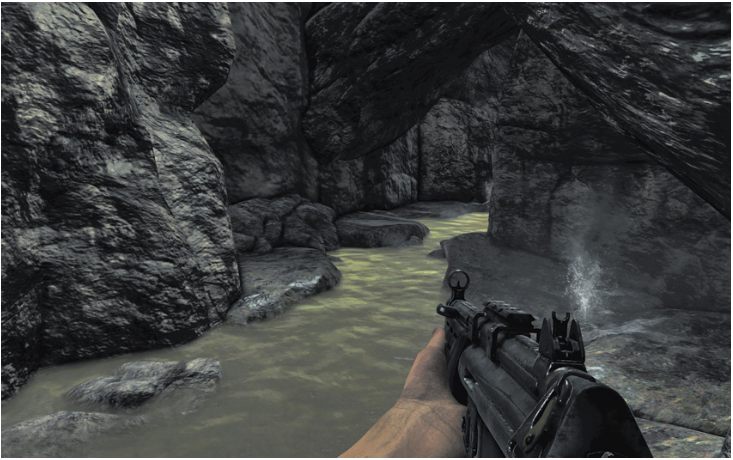
Tip

Death By Zipline

Tip

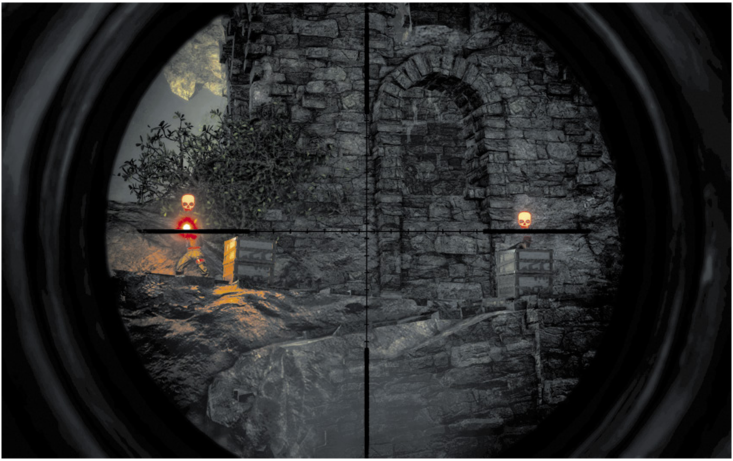
While you're ziplining around the ruins, if you release your grip early and land on an opponent, you can kill him with a Death From Above Takedown and earn the Never Saw it Coming Achievement/Trophy. This is one of the better places in the game to earn it.

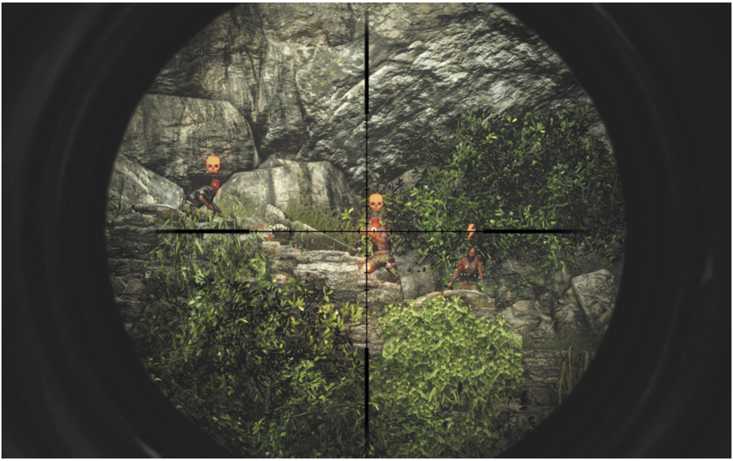




The water around the tomb is heavily acidic and inflicts significant damage upon even brief exposure. Swimming in it is lethal and should be avoided, even if you think it's how you're supposed to make further progress. It isn't.

As you cross the hot springs, pull out your sniper rifle and use it to dispose of the mercs who are taking cover on the land bridge. Prioritize the guy with the RPG, for obvious reasons, before you mop up the riflemen.





Move through the gap in the wall and, again, duck behind cover and take out the riflemen atop the ancient staircase. Having a high-power scope on your rifle is a big help here, otherwise you need to dash to the big rock ahead of you before you can realistically hit anyone on the wall. Once they're out of the picture, climb to where they were using the vines on the low end of the wall. There might be one last charger between you and the inner ruins, but once he's gone, that eliminates the last of the armed resistance.

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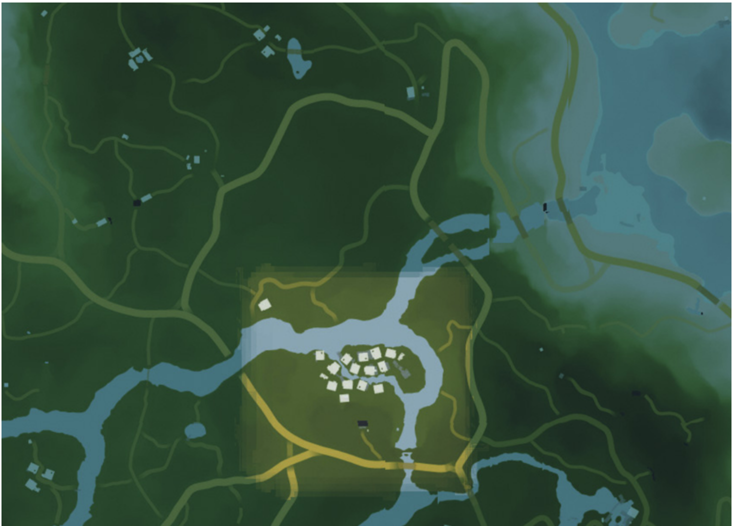
Enlarge

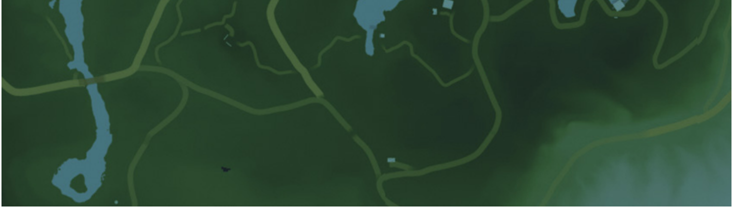
Hurdle the low wall past the ancient door, then use the scaffolding to get down to water level. You may take a little bit of incidental damage from the water, which ebbs and flows a bit, but there's enough dry rock that you can reach the ledges on the other side of the lake with no more than minor burns. Loot the old chests, then use the sturdy vines to reach the tomb interior.

Use the compass on the Buddha statue to open the secret door. That hissing you hear is from a few Komodo dragons who live down below. Deal with them, then open the sarcophagus.

When the trap that you were probably expecting goes off, turn around and sprint like hell for the door on the other end of the room. Slide underneath it as it closes, then perform a quick-time event (depress your shoulder buttons or triggers in rhythm) to escape the tomb before the ceiling crushes you flat. You'll get 2,000 EXP for surviving that.

Unhappy Reunion



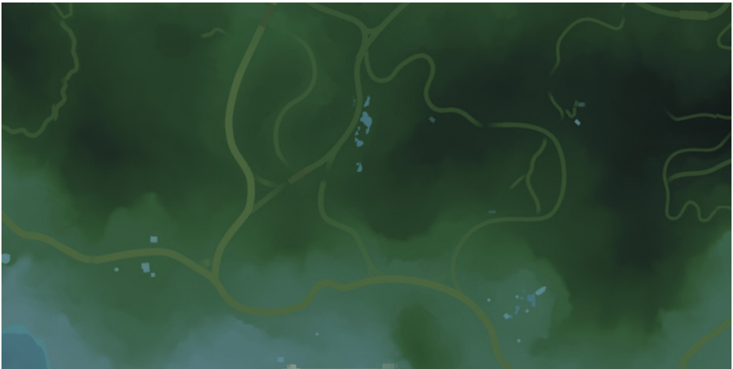


Buck wants you to deliver the knife to him at his home near Badtown. Your first clue that this probably isn't going to go well is that he's not wearing pants. The second is how Keith is acting. The third is, well, when Buck tries to stab you to death. And he seemed so nice.

Killing Buck is done via a series of quick button presses, as shown on screen. They don't change between attempts, so if you learn the sequence, you can win by anticipating the prompts.

While this barely counts as a win, it's still a win. Jason automatically takes Keith back to Daisy's cave underneath Dr. Earnhardt's house, where you're just in time for Jason to have a massive psychotic break. That comes free with Keith's dossier in the Handbook, 2,000 EXP, and the Retake Wall Street Achievement/Trophy.

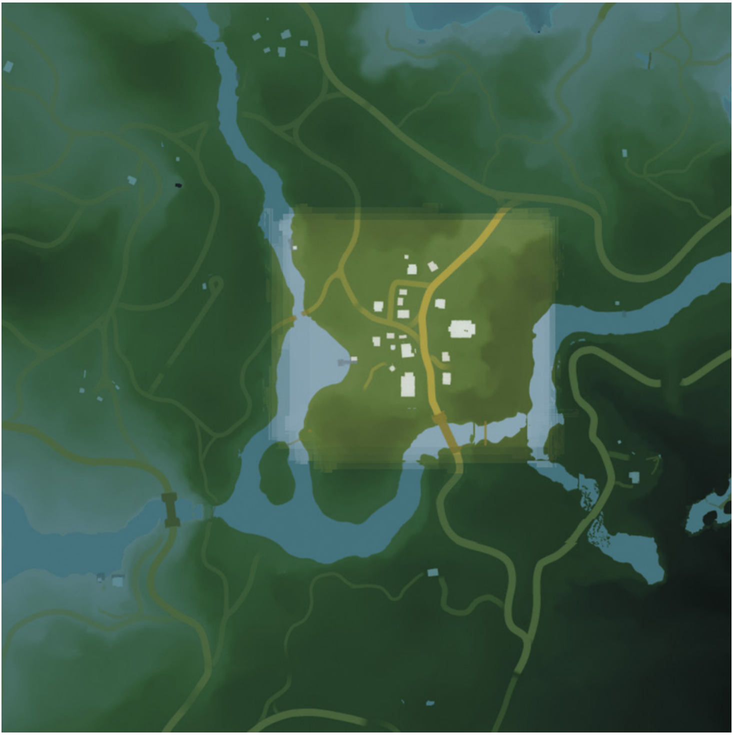
This Knife's For You



Back in Daisy's cave, you can have short conversations with both Oliver and Daisy for some character background. The same bowl of red pills from last time has been replenished, which lets you go on a third flashback mission.

When you're ready to get back to business, leave the cave and fast-travel back to the Temple Gateway. Enter and give the knife to Citra.

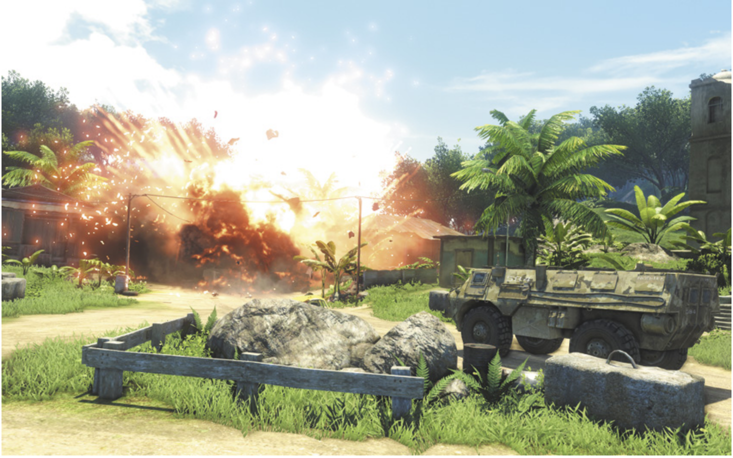
Ambush



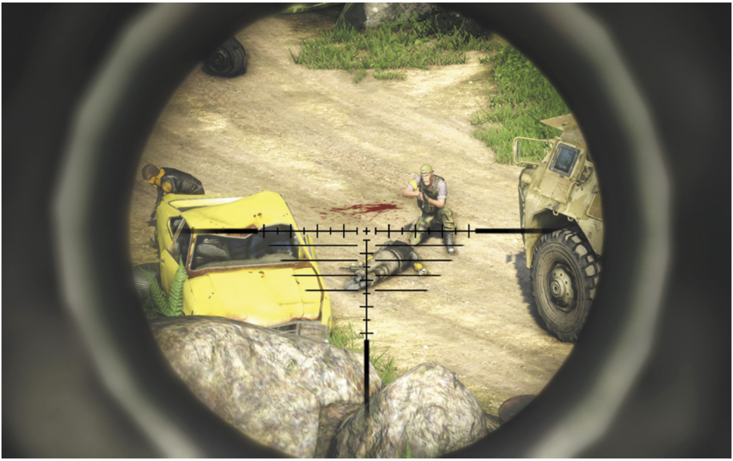
When you try to leave Citra's temple, Dennis comes in with an update, concerning some business you have to attend to. Churchtown is an unremarkable urban area east of the Rust Yard outpost which you've had no real reason to visit before now, and it's the site of a planned ambush of Vaas's men by the Rakyat.

Tip

Before you head in, preparation is required. Get fresh body armor, as usual, and make sure you're carrying a decent rifle. You can go ahead and optimize the rifle for damage and accuracy for once, since it doesn't really matter in this mission whether the enemy notices you or not. In fact, if you've unlocked the AMR signature weapon, it's great for this mission because it punches straight through body armor. (Rather, it does so much raw damage that the armor is irrelevant, but you know, tomato, tomahto.) You should also have at least one Endorphin Boost syringe.



In Churchtown, go to the Rakyat leader to get his time bomb. Plant it on the fuel truck, then turn around and sprint for the water tower. Climb its ladder and wait for the truck to explode; at this point, firing a shot or leaving the water tower are both grounds for mission failure.



Once the ambush starts, you're free to deal with the soldiers however you want. It's not a bad idea to stay up on the water tower for the first couple of minutes and do your best to knock these guys out with a few careful headshots, or else you can slide back down the ladder and go mix it up at close range with a shotgun. The mercs in the convoy wear body armor, carry

P416s, and are a generally better quality of soldier than Vaas's men. This is reflected by them being worth double the EXP per kill.

The Rakyat can really take care of themselves here, but if the fight goes on for too long, they'll eventually all be killed out of pure attrition and you'll fail the mission. Meanwhile, the enemy receives regular reinforcements, in the form of jeeps coming in from the south side of town or footsoldiers storming out of the church. You'll want to be precise and expedient about dealing with the soldiers. If all else fails, you can reload an old checkpoint and bring an RPG-7; the prisoner transport vehicle is effectively invincible, so you can blow up everything else on the street with reckless abandon.

After enough of the enemy soldiers go down, the APC makes a run for it. Sprint over to the cargo truck on the west side of

Churchtown, and prepare for the slowest high-speed chase in video game history. The soldiers are on the road to run interference, but don't do so particularly well.

When you catch up to the APC, eliminate the last two soldiers guarding it.

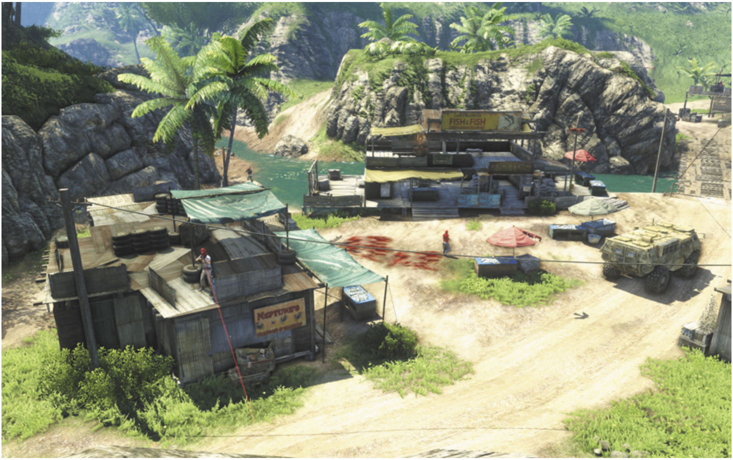
Caution

It's a good idea to use an Endorphin Boost at this point, right before you open the back of the truck. Trust me on this one.

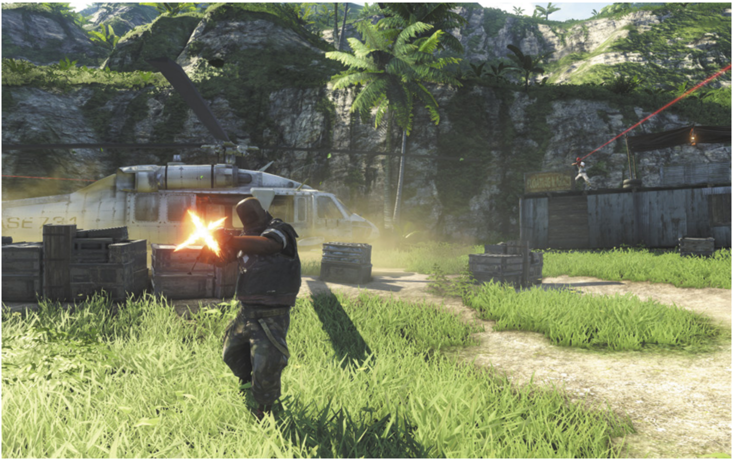
Warrior Rescue Service

Mash the button shown onscreen to break your bonds and get to the surface. When you emerge from the water, there's a really unlucky pirate with a shotgun standing nearby, and about all you've got left on you is your machete and your camera. (The extra health blocks from an Endorphin Boost will persist until they're depleted, however, which is why taking one was a good idea.) Take him out and confiscate his weapon.

There are two more pirates nearby who are just asking for a quiet knife to the neck. Search all the bodies for extra ammo and grab their rifles, then proceed to the nearby settlement. You may have noticed that as a "reward" for your efforts, the pirates now all know you as "Snow White." Let's all choose to regard this as a sign of their respect.



There's a sniper watching the road, so fade into the foliage nearby and scan the place from the cliffs with your camera. If you linger there for long enough, one of the guys from the village will wander underneath the cliff, making him easy prey for a Death From Above Takedown. Drop him, then sneak across the road and use a Death From Below to eliminate the sniper.

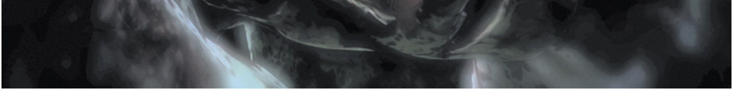


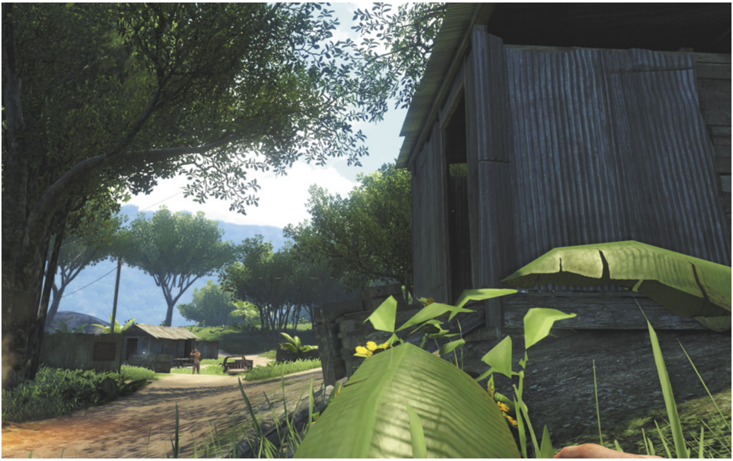
You've got a difficult challenge here. If you can take down all six of the troops in this area and defuse the alarm console, you're in good shape. You have no Medical syringes, so this is where the skills that enhance first aid really come into their own. The longer you can go without this devolving into an all-out assault, the better off you're going to be.

The helicopter landing zone is on the other side of the bridge. Use the river and the cliffside to dodge the sniper's line of sight, then slip into the building using the stairs and take him out. There's a heavy machine gunner on patrol, along with two more snipers, and it's at best difficult to avoid them all. At this point, your best bet may be to run for it.

Note

If you prefer a more direct approach or you accidentally set off an alarm, that begins a five-minute timer before the chopper takes off. All you have to do is reach its side, thankfully, so you should be able to sprint there before the massed gunfire from the snipers and the heavy takes you out.

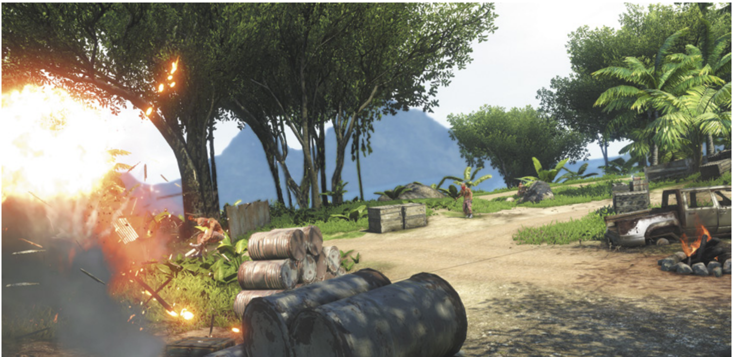


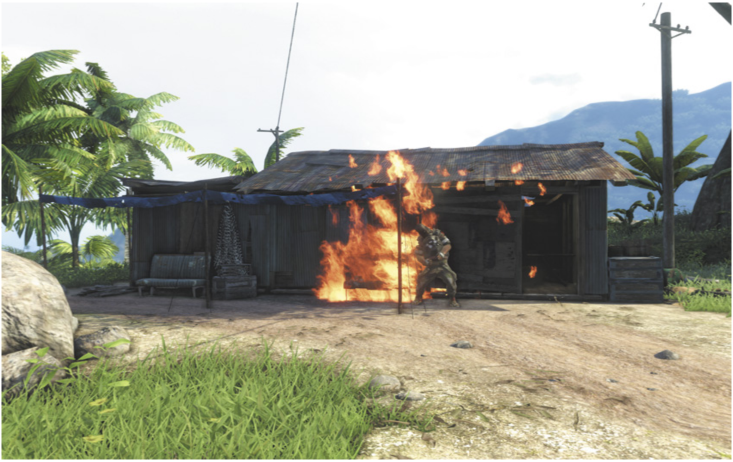


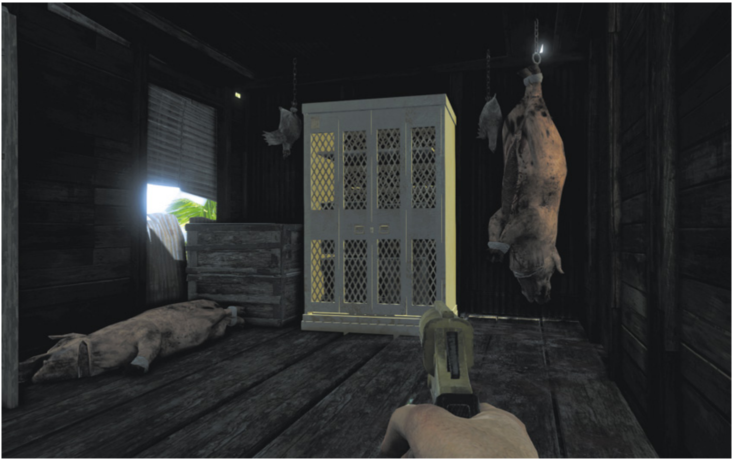
Your next challenge, such as it is, is to crawl out of the mass grave Vaas just left you in. Doing so unlocks the Have I Told You? Achievement/Trophy.

He made sure to strip your corpse before he tossed you in the heap, so you have absolutely nothing left besides your knife. The good news is that all your stuff is locked up in a nearby ranch; the bad news is that it's being guarded by a particularly tenacious group of pirates.

The first shack you come to contains a medkit, a land mine, and a suit of body armor. Grab them all, then use a few thrown rocks to decoy the guards away from the buildings as best you can. There's some C4 and a Molotov in the next shack, but the real prize is in the third building, which contains a flare gun. It's not ideal, but it goes a long way to even the odds.







The real problem is in the furthest building, all the way across the yard. There's a heavy machine gunner standing right inside the doorway with a couple of guard dogs, and the flare gun represents your best chance of taking him out without him chewing all the flesh off your torso with his PKM. This may mean you set the building on fire, but having to wait a couple of minutes to reclaim your gear is a small price to pay.

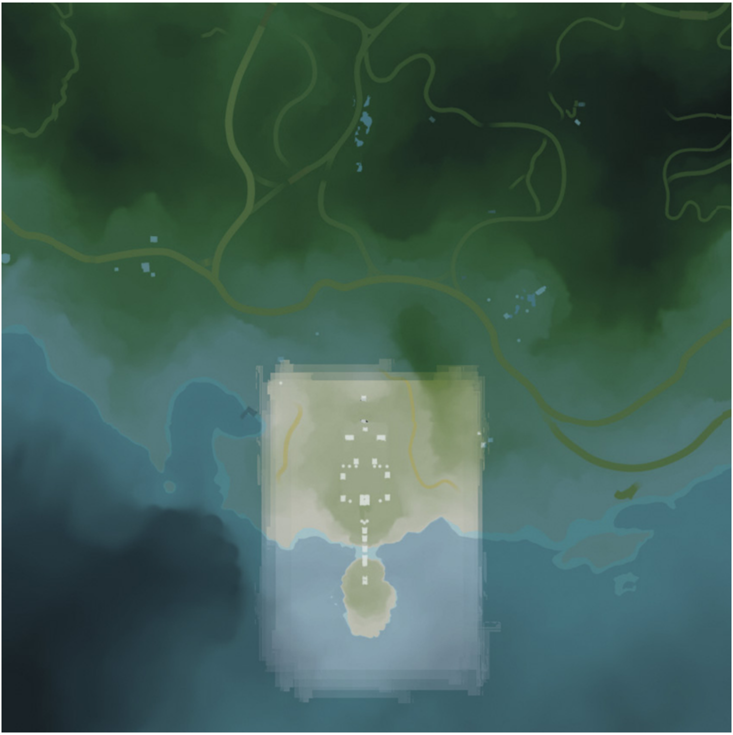
Caution

This is your last chance to visit a vendor, tweak your arsenal, accomplish side missions, or sell off your loot. Once you start "New Rite of Passage," you'll be stuck on missions for a while.

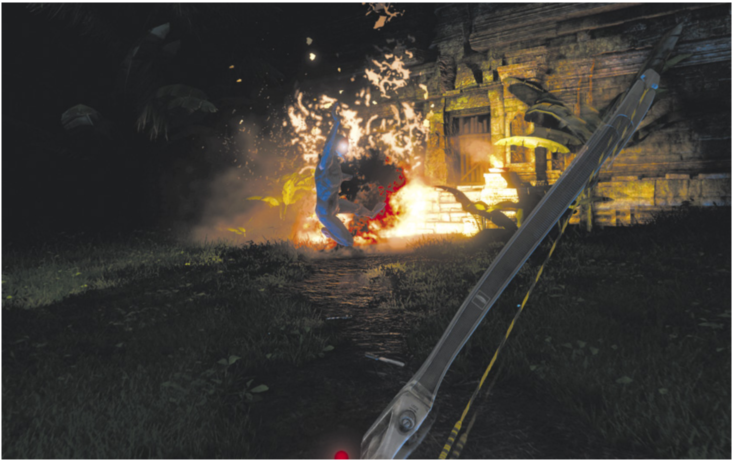
Note

If you have not yet taken the Expert Archery or Combat Archery skills, do so now. If you don't have the points for them, go Relic hunting or something until you do. They are not absolutely necessary to complete the next challenge, but they're a big help.

New Rite of Passage

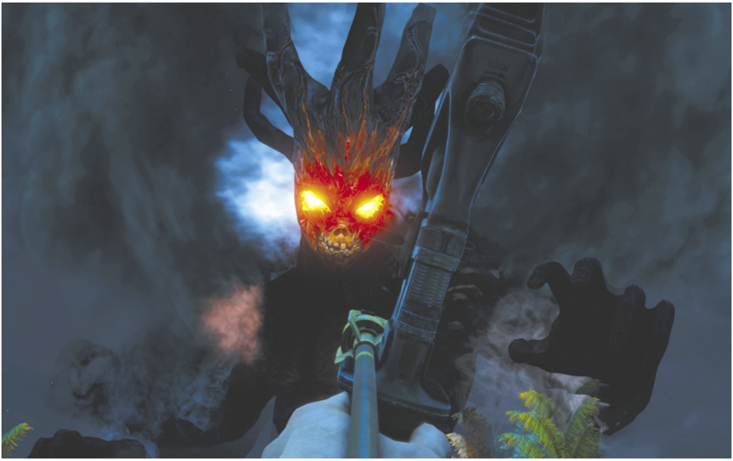


Once you've taken care of business, head back to the temple and talk with Citra. To prove yourself to her once and for all, you get to take on the giant from her story: the Ink Monster.

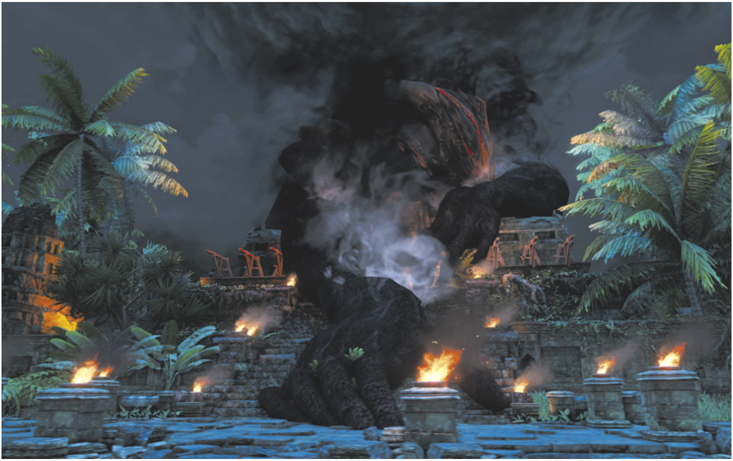


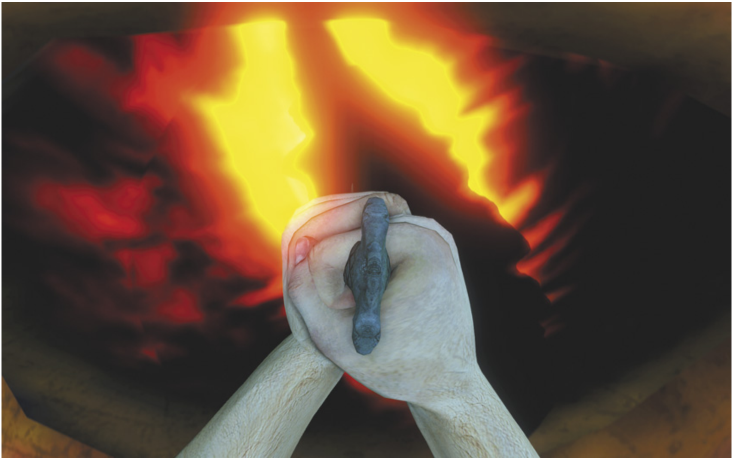
Regardless of what you had on you when you went to the temple, you've now got two Medical syringes, a recurve bow, and an infinite supply of explosive arrows. The Ink Monster doesn't take any appreciable damage unless your arrow detonates against its mask, and the best time to fire is right when it leans over to breathe fire on you. This is a delicate balance, as the fire breath also knocks you down. You want to launch an arrow, then strafe out of the way before the fire makes contact. Again, those two Medical syringes might not go a long way, but the skills that boost your first aid can really pay for themselves here.

After seven to nine clean hits to the giant's mask, it dissolves into smoke and the next phase of the fight begins. When darkness descends onto the courtyard, look for and kill the giant's footsoldiers, miniature versions of itself that fight a lot like knife-wielding chargers. They can be difficult to pick out of the shadows, but you can see them by their glowing eyes. They're also trying to disembowel you, so that helps.



Once you've cleared the courtyard, the Ink Monster returns for a second round. This time, it generates and throws orbs of smoke down at you in salvos of three. If one makes contact, it inflicts damage and knocks you down, which is often enough for one of the subsequent orbs to hit and damage you. Keep strafing back and forth to avoid them, and pick your shots carefully. Don't just randomly throw arrows in the Ink Monster's general direction, but instead, wait for a clear shot. The best time is right after it has thrown the third orb in a salvo.





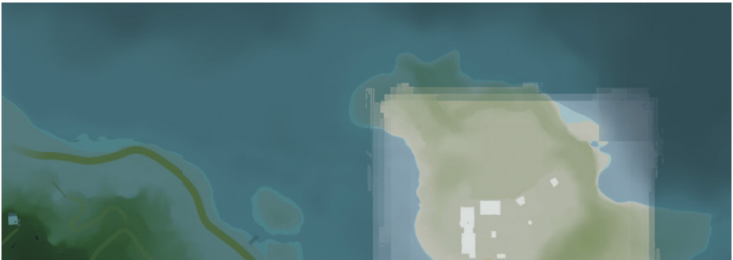
When it has taken enough damage, the Ink Monster falls forward and its arm drops onto the courtyard. Run up its forearm to its face and deliver a final attack. Don't linger up there either, as missing the button prompt causes a particularly, um, bitey sort of mission failure.

After that particular batch of shenanigans, you'll appear on the north side of the island south of Vaas's stronghold. You've received 3,000 EXP, and most of the remaining locked skills are now unlocked.

Tip

Clearing "New Rite of Passage" unlocks access to one of the most important skills in the game: Heavy Beatdown. With this skill, your standard Takedown and all permutations thereof work just as well on heavy gunners as on anyone else, which means you can take them out in one shot if you can catch them from behind or, more likely, from above. Heavies are very common throughout the rest of the game, and while Heavy Beatdown doesn't trivialize them, it makes them a lot easier to handle.

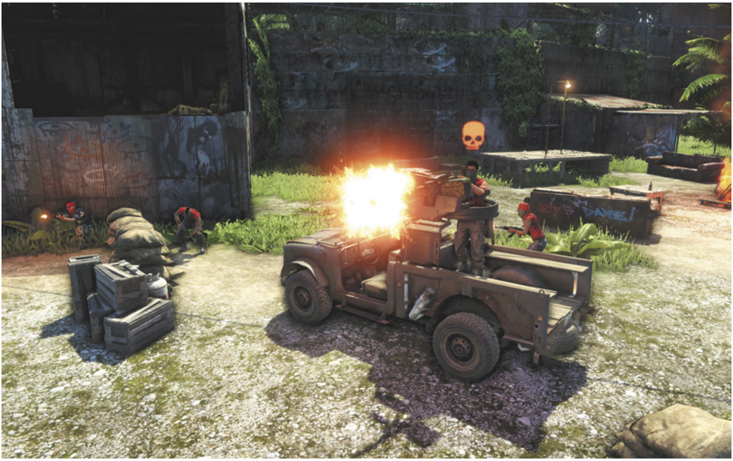
Payback



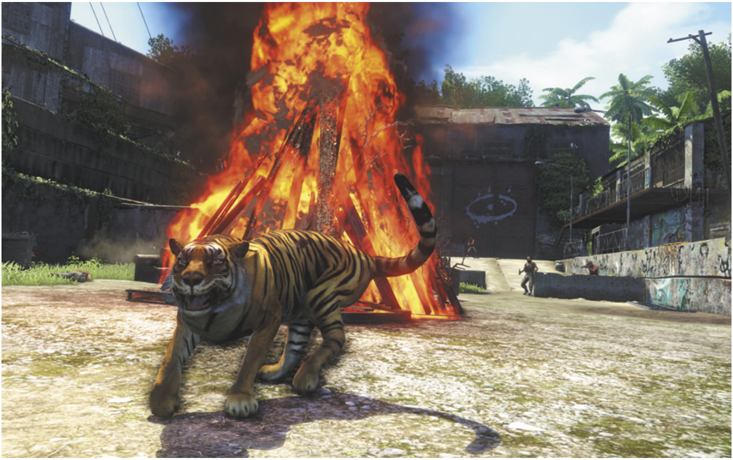
Swim across the water to Vaas's island. You can use Death From Below to yank the first guard right off the dock, and the next two guys are too busy being pointlessly cruel to notice you're there. Rescue their victim, then move forward into the compound.

There are three riflemen, two dogs, and a sniper covering the front yard of Vaas's compound, which makes it difficult to infiltrate the place undetected. There's really no point in even trying, though, as Vaas already knows you're here.

Enter the compound, then run through the building and climb the ladder to safety. When you emerge on the roof, you'll be pleased to find that you are suddenly the most popular man in the world.

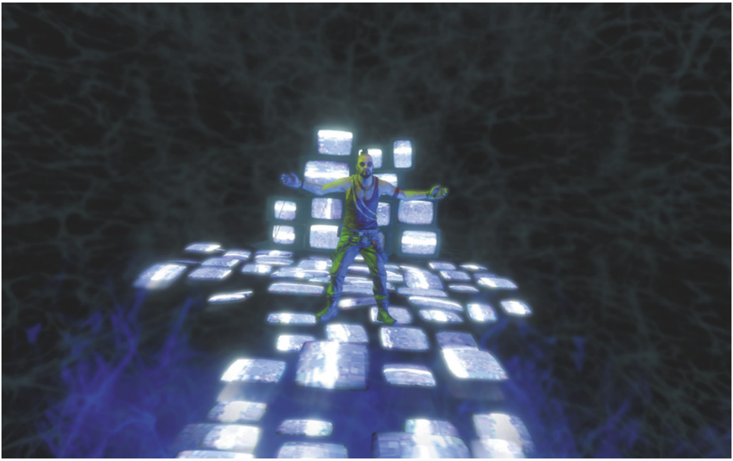


The key to surviving this encounter is to stay out of the open. Keep ducking between the buildings and don't linger in open windows, as there's a jeep in the yard with a mounted gun that can turn you into Swiss cheese. There's a lot of ammo and other supplies in caches in the wrecked buildings on either side of the yard, which gives you further incentives to always stay on the move. When you have the chance, take out the jeep with a cooked grenade or an RPG, and try to let as many of the pirates come to you as possible. There are a lot of them, but not an infinite number, and you can win by reducing their numbers one and two at a time.



You can also free a tiger from a cage on the south side of the lot. It won't last long considering the sheer volume of firepower that'll be directed at it, but that's at least one or two more goons that you didn't have to shoot.

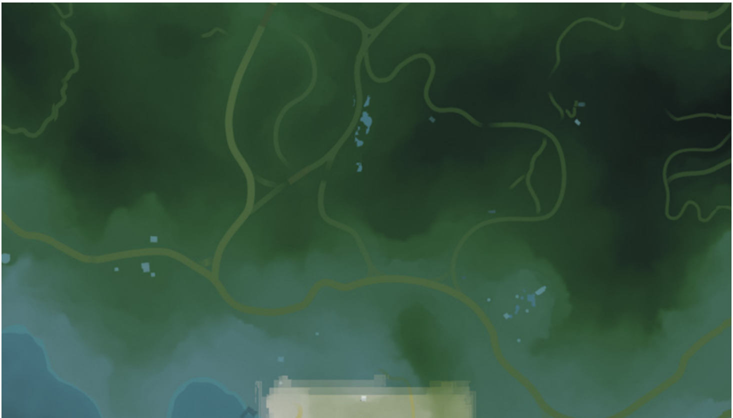
When you get close enough to the hangar on the east side of Vaas's compound, its doors open and disgorge a few more troops, with a heavy gunner in the lead. You can mine the ramp in front of the door to dissuade them, use your old buddy C4 to even the odds, or drop down behind the heavy from the roof of one of the nearby buildings and use a Takedown on him.



After all his men are dead, enter the hangar to confront Vaas. It's anyone's guess what happens next. Drug flashback? Vision quest? Whatever it is, when he yells to shoot him, do so. You and your new Vector .45 SMG will then need to mow down the visions of Vaas as they rush at you, in order to buy enough time to reach the end of the path. Once there, use a Takedown on Vaas.

You receive 3,000 EXP and the Taken for Granted Achievement/Trophy for dealing with Vaas Montenegro. As a sort of unofficial bonus, any pirates you encounter from here on out will recognize you on sight. It doesn't change their reaction any, but it does wonders for the old self-esteem.

Citra's Favor



After the battle, you're returned to Citra's temple, where the victory party is in full swing. Head back north through the temple to find Dennis, who's drunk but who's got news from your friends. At your leisure, get back to Dr. Earnhardt's mansion and reenter Daisy's cave. Things are about to get really awkward.

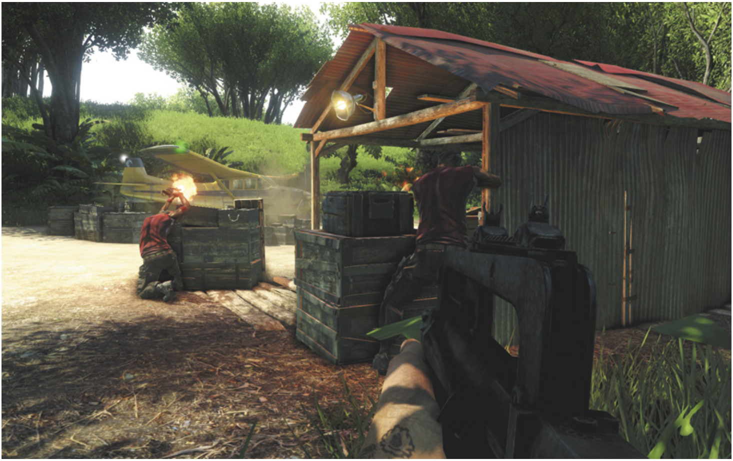
You can have short conversations with Oliver and Keith, but to get on with the business of killing Hoyt, exit the cave.

You may have seen the South Island before now, but you couldn't get there. Now you've got to investigate it to get closer to Hoyt, and Willis is your way in.

Fly South

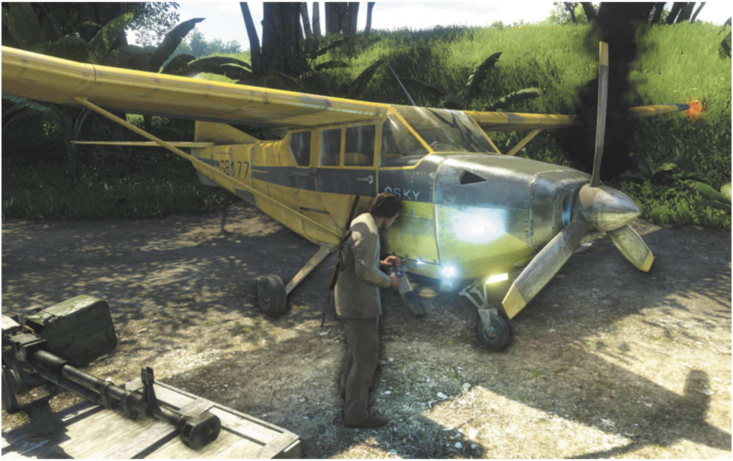
Head to the old Amanaki Outpost to get back in touch with Willis. He's on his way out via his own plane, but he's got a deal for you: get to him before he takes off and he'll give you a ride to the South Island.

That starts a five-minute timer. You have to get from the Amanaki Outpost to Willis's landing strip, which is in a clearing east of the Rust Yard outpost. You may want to abandon the mission and go liberate the Rust Yard if you haven't already, otherwise the area will be inundated with the survivors of Vaas's pirates. You've got more than enough time to make the drive if you head over there in the closest sedan, but not if you're doing so while also plowing through every newly unemployed buccaneer on the island.

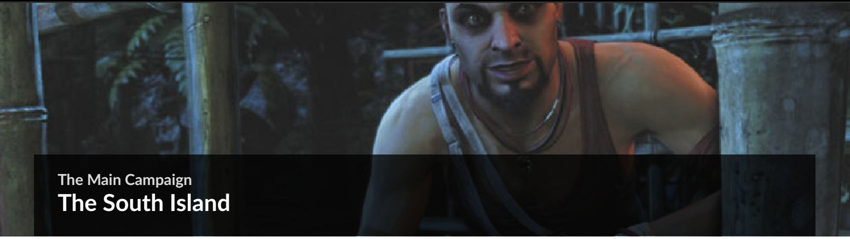


Getting to the Rail Yard stops the timer and engages a new stage of the mission. Deal with the six pirates who are currently troubling Willis; he's creating enough of a distraction that you can flank them and eliminate at least a couple with Takedowns. Once they're out of the picture, drop a few land mines in the shacks to the west, as a lethal surprise for any pirates who try to take cover inside, and get ready to repel another wave.

Most of the second batch of pirates are chargers with knives, which can complicate matters, and a heavy gunner shows up from the west when Willis's repairs are about halfway done. There's a mounted gun near Willis that can be helpful, but the drawback to using it is that Willis is close enough to it that he may end up catching a few rounds that were meant for you. There's some ammunition and a suit of body armor in the shack west of Willis's plane for when you need them.

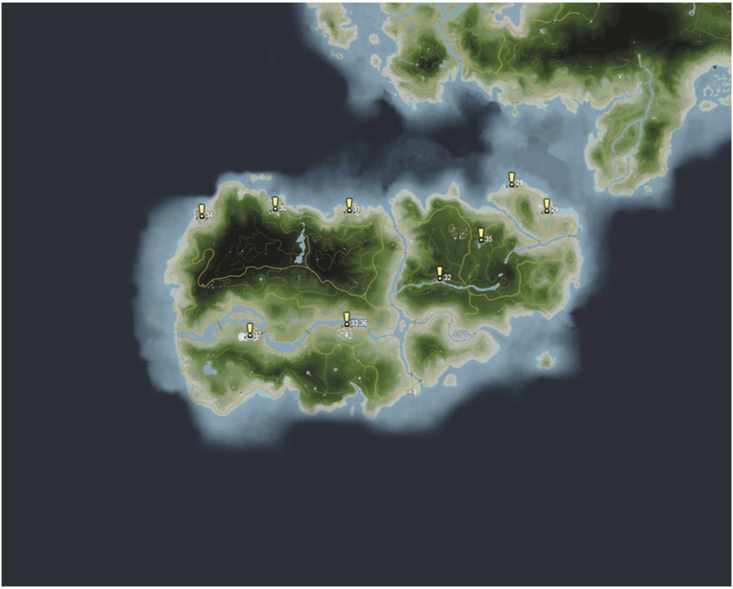


When the repairs are complete, mop up the rest of the pirates, which may include as many as three heavy gunners coming in from all sides. The mounted gun is your best option for handling at least two of them, and Willis contributes some firepower of his own.



The Main Campaign

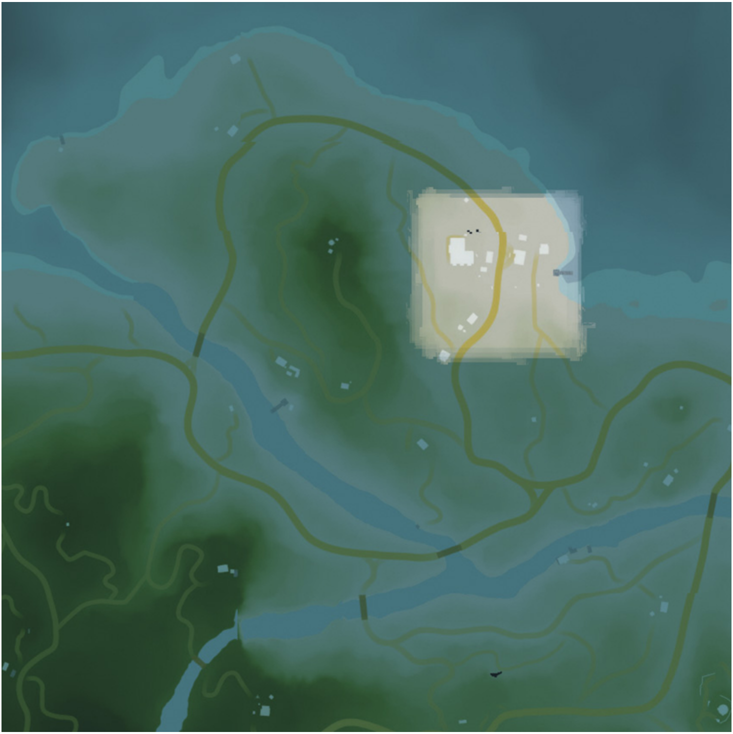
The South Island



Hoyt runs a much tighter ship than Vaas ever did, and he doesn't have the Rakyat's ancestral homeland in his territory. Even after you've liberated a couple of outposts, Hoyt has his men shooting the Rakyat on sight, and small armed bands of his men are never less than a frequent random encounter.

The South Island has more settlements and wide open spaces than the North Island, and the terrain is much flatter. There aren't as many wild animals, although they're more common towards the southwestern part of the island, and even harvestable plants are much rarer than they should be. If you've got any hunting left to do, you're better off doing it back on the North Island.

Three Blind Mice



Welcome to the South Island, the home of Hoyt Volker and his mercenary backup dancers. You'll come here for the first time in the time-honored Jason Brody style: crashing to earth unexpectedly.

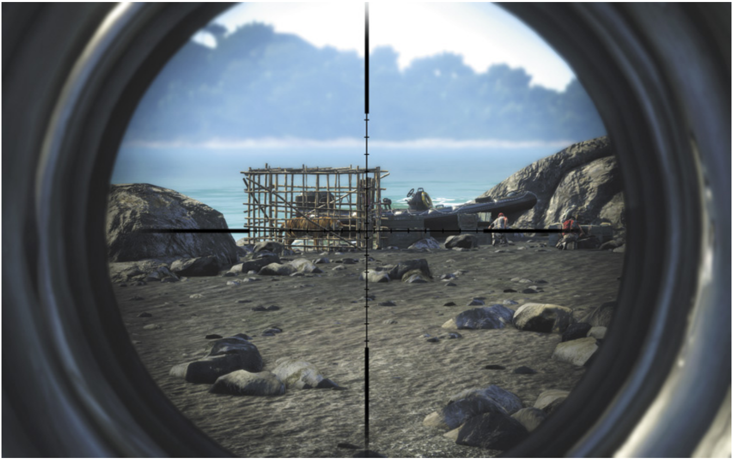
Don't wait too long to deploy the wings on your new wingsuit, or you'll lose too much altitude to reach the island. Not landing in the designated drop zone is grounds for mission failure. Fortunately, if you start to glide right when the button prompt shows up, it's easy to get to the right place, and doing so unlocks the Higher Than A Kite Achievement/Trophy.

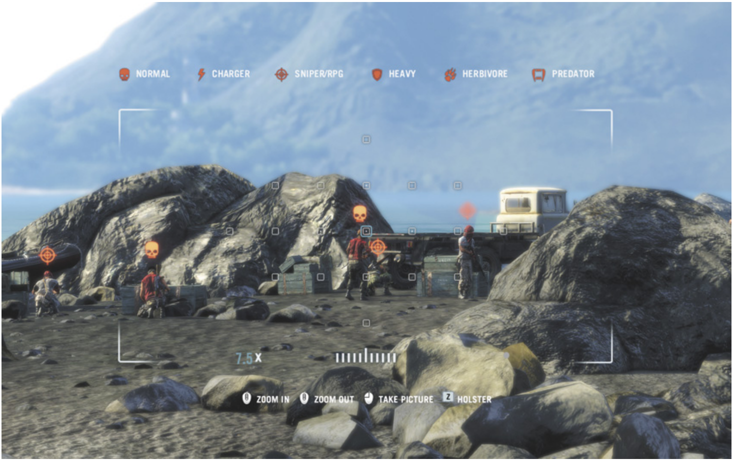
Tip

I Can See Hoyt's House From Here

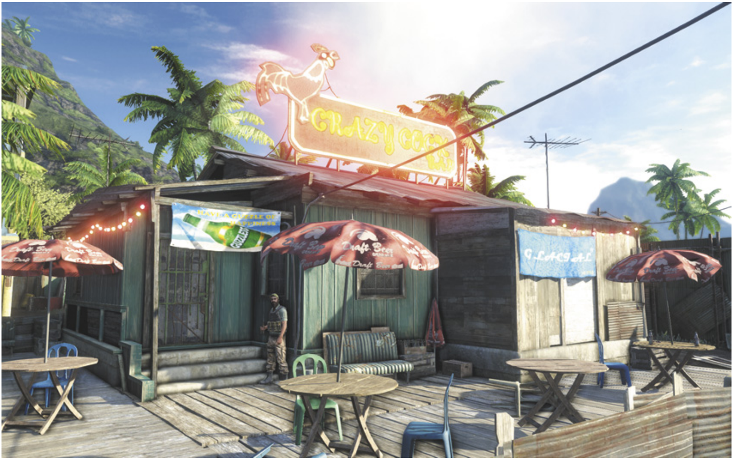
Tip

You receive the Free Fall Achievement/Trophy if you manage to fall from a height of more than 100 meters and survive. There are a few places you can pull that off throughout the island, most of which are radio towers that happen to be next to cliffs, but the easiest possible method of doing this is to bail out of Willis's plane and simply let yourself hit the water. You'll fail the mission, but get the Achievement/Trophy.

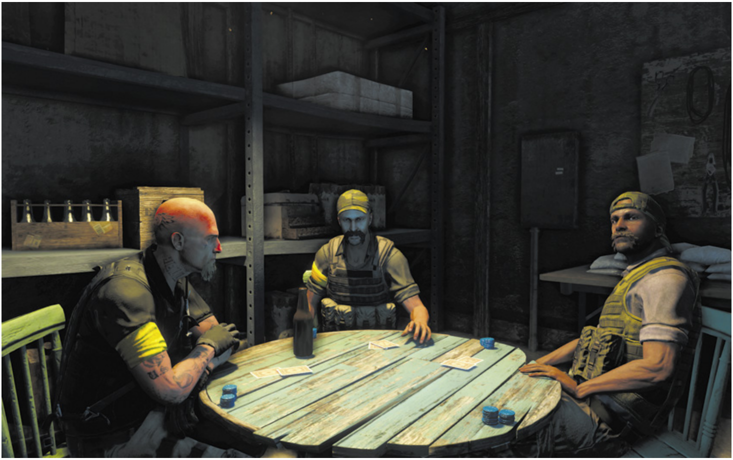




Your drop zone is right next to a group of pirates, and they have a truck you could use. They're also trying to transport a tiger, so the easiest way to deal with them is to shoot the door on the tiger cage. It's more than capable of dealing with all of them for you, and you can either snipe it when it's done or just let it wander away. Use the pirates' truck to reach Thurston Town.

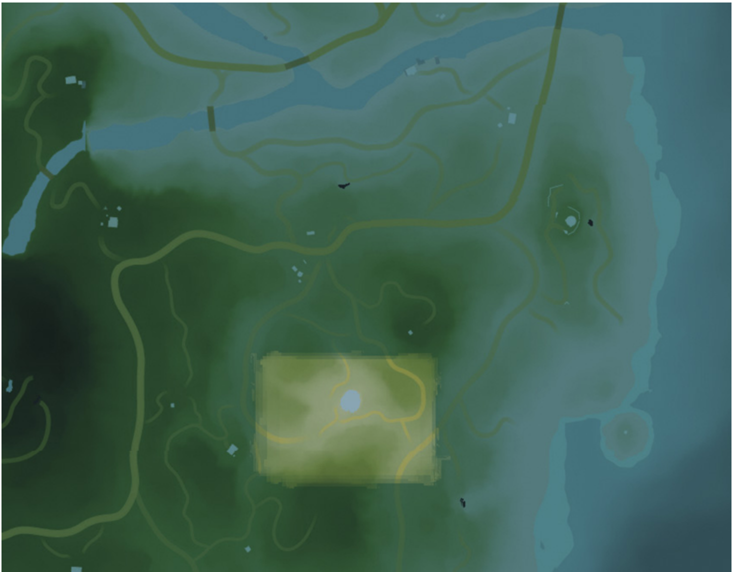


You’ll have to abandon the truck at the town gate and go in on foot. The Crazy Cock is on your right as you enter town. Go inside to order a beer and play low-stakes poker with Sam in the back room. He’ll bow out after the first hand. Follow him.



Making Sam's acquaintance is worth 3,000 EXP. It also makes the last eight standard-issue guns (the D50, BZ19, Vector .44 ACP, SPAS-12, P416, Z93, ACE, and MKG) available for sale at any vendor, along with the loot and item maps for all the subzones within the South Island.

Doppelganger



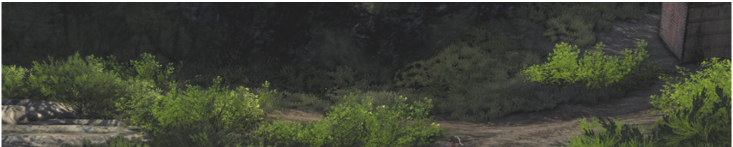
You're free to explore at this point. Thurston Town has been unlocked as a fast-travel point, which allows you to go back and forth between the North and South Islands at will.

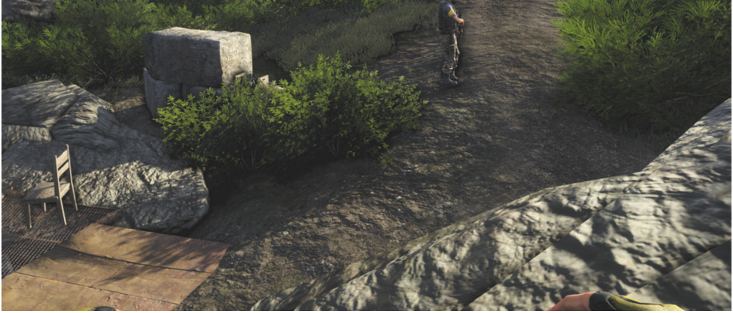
Caution

Hoyt's privateers have full control over the South Island at this point in the game. They are better armed and armored than Vaas's men ever were and they patrol the roads in groups of two to four. Driving anywhere on the South Island is a dangerous prospect. Until you complete "Doppelganger," do not use the roads at all unless you're prepared to fight a small war.

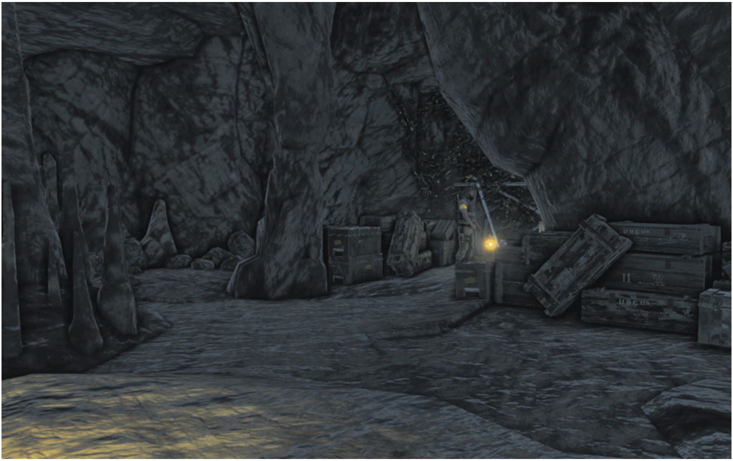
When you're ready to move on with the story, Sam has gone back to his apartment in Thurston Town, and he's got kind of a ditzy plan for you: infiltrate Hoyt's orientation meeting and steal a privateer's uniform.

The docks where you will undertake this suicide mission are about 750 meters south of Thurston Town, built around a cenote, and when you get to the mission area, Jason automatically puts away his weapons. You can still throw rocks or use your camera, but you are not allowed to cause a fatality or even an injury for the duration of this mission. It is a pure stealth operation.

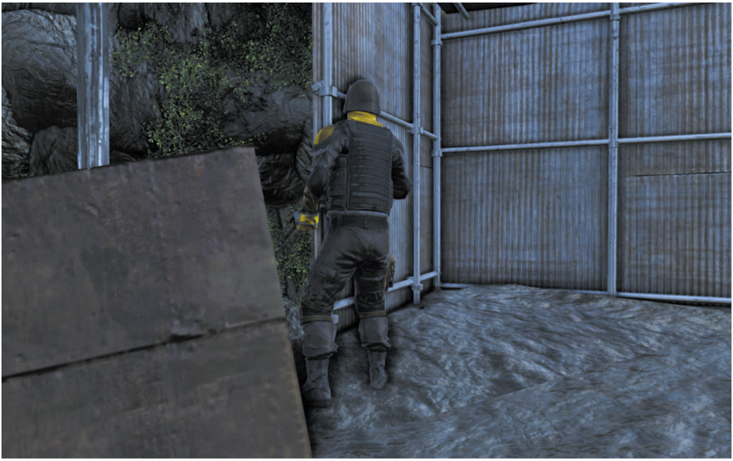




Throw a rock to distract the first guard and slip down the walkway while his back is turned. Stay low and wait for the charger in front of you to turn around and go back down the hall. You can shadow him all the way back to a storage area, where he'll take a seat. Wait for the other guard on duty here to turn around and go off in the other direction, then slip off to the right.

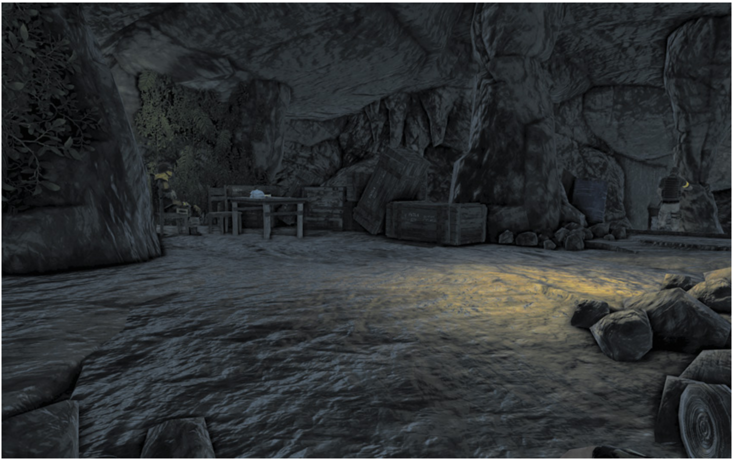


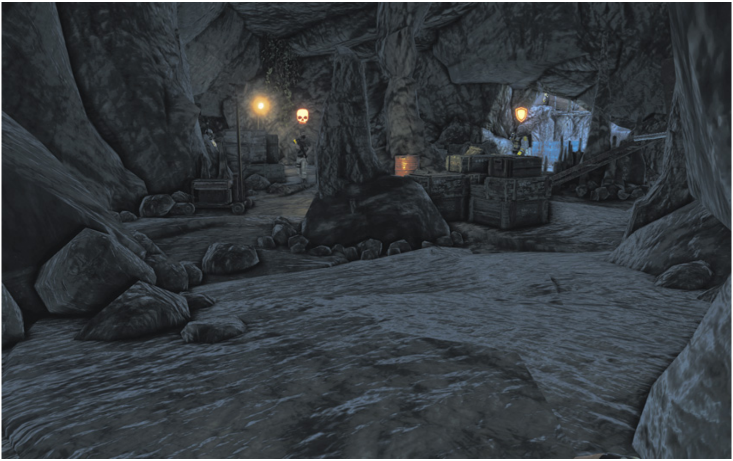
Hug the side wall until you reach the ramp, then throw another rock to get the guard's attention. Quickly slip down the ramp while he's looking the other way, then go down into the cenote proper.

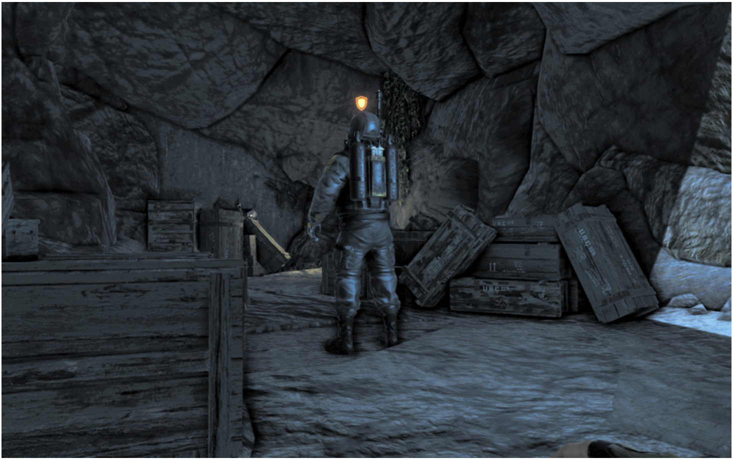


The guard immediately inside the entrance presents a unique challenge. Get up behind him, then toss a rock back the way you came, towards the wall. He'll turn in that direction for just long enough for you to move down the path into the foliage behind the waterfall, where they're keeping all the dead villagers (also: ugh).

In the next area, use the crack in the wall to help tag the guards below you. If you wait for a second, one of the two mercenaries next to you sits down and the other moves to overlook the floor below. That lets you move past them both into the foliage on the left and down to the floor without incident.







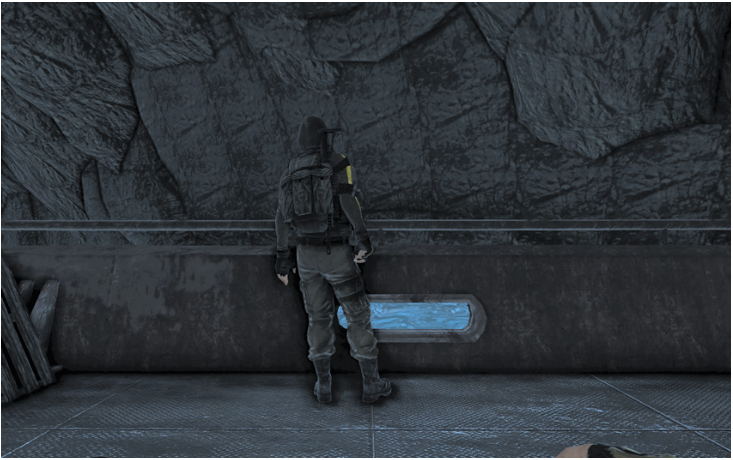
From here, toss a couple of rocks into the far left corner of the room ahead of you, in the same corner as the heavy gunner, then throw a couple more back the way you came. The first rocks distract the two heavies and two riflemen on the floor; the second set of rocks distracts the guards you just evaded. This gives you a couple of seconds, if that, to get across the room, under the ramp, and through the doorway they're all guarding before they notice you. This is made much easier if you've taken the Jungle Run Skill.

Tip

Huh? What Was That?

Tip

If you distract a total of 25 enemies with thrown rocks, you receive the Rock Always Wins Achievement/Trophy.



Drop into the water and quietly swim beneath its surface to Hoyt's boat. The hard part of this mission is now officially over with. Swim to the stern of the docked boat and use its ladder to get on board, then shank the soldier on duty. RIP Foster; your sacrifice will not soon be forgotten.

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Head to the boat's bow and brazen it out. Sit through Hoyt's speech, and when he's done, get back in the water and swim back to the bottom of the cenote. Steal the boat, and use it to make your escape.

You'll receive 3,000 EXP once you leave the cavern. With the privateer's uniform, you're considered a friendly face by all of Hoyt's men on the South Island until you do something that proves otherwise. The exception is at the various outposts, where they're sufficiently paranoid that the disguise won't hold.

As a side effect, you now have access to six new fast-travel points on the South Island that you didn't have before. These fast-travel points can be used even if you haven't visited the parts of the map where they're located.

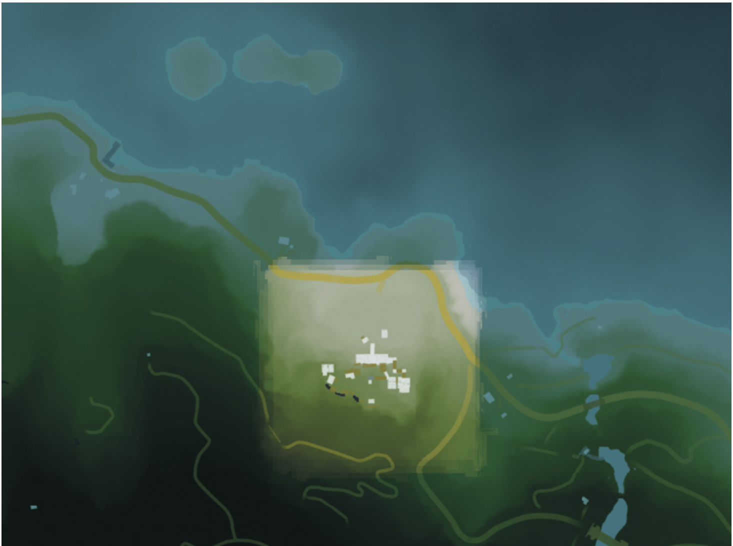
Tip

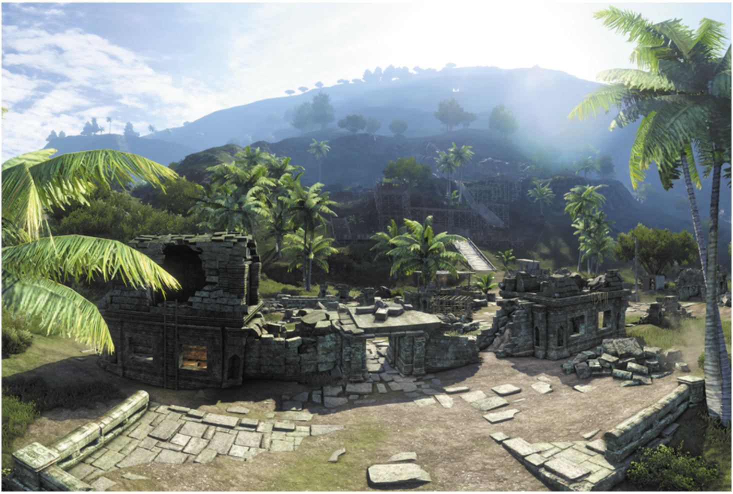
You Can Hear Me Now

Tip

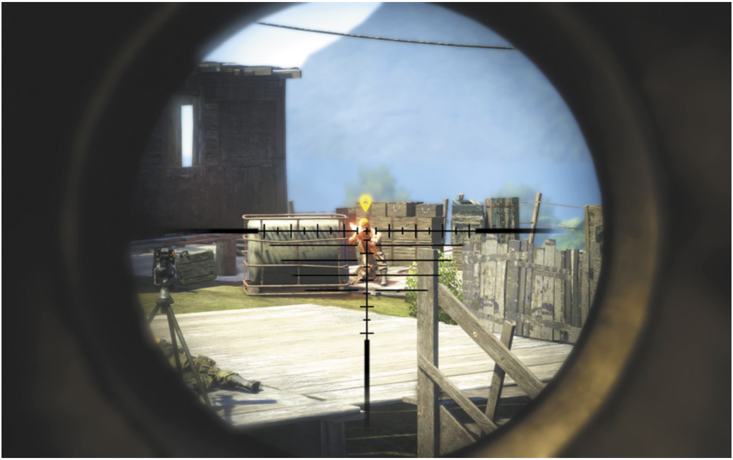
With the extra fast-travel points in place, it's as easy as it'll ever be to liberate all the remaining outposts and, more importantly, deactivate all the remaining scramblers. Once you've deactivated nine radio towers, you receive the Full Bars Achievement/Trophy. Disabling all eighteen scramblers unlocks the Bushman signature weapon for purchase at vendors. It's expensive, but this heavily modified P416 assault rifle is one of the best weapons in the game, if not the best.

Triple Decker





Sam's instructions send you to an old temple about three kilometers northwest of the docks, right outside the new Camp Romeo fast-travel point.



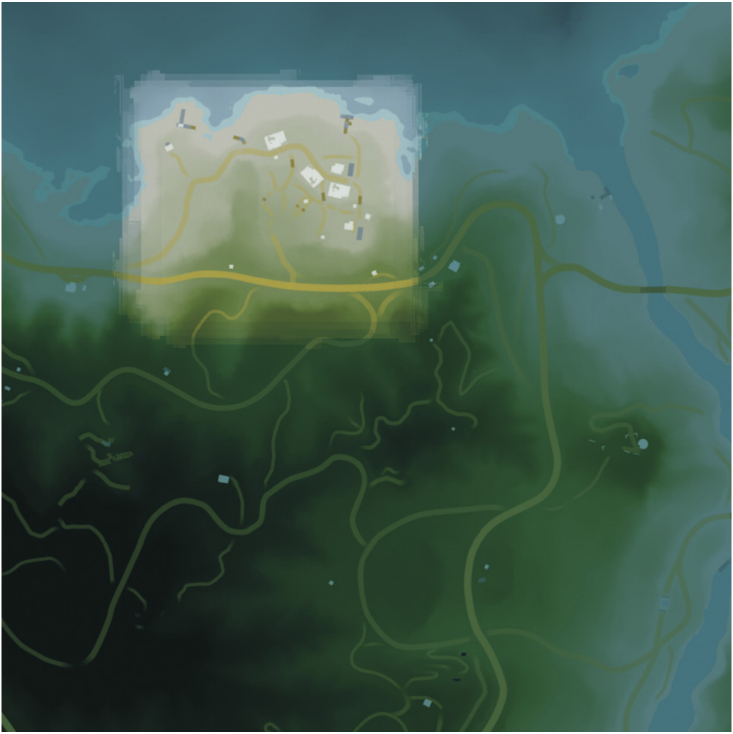
The “old temple” is a multi-level archeological dig that’s presently being used as a stronghold for the privateers. It’s intensely well-guarded, with two snipers near ground level and two heavies on the top floor, and the three VIPs you need—identifiable by their yellow hats and white clothes—are scattered amongst them. One VIP is always in the mine tunnel on the top level of the dig, while the other two patrol at ground level. Looting chests, using a zipline, or taking pictures with your camera are not considered “suspicious behaviors,” so feel free to explore the area and tag goons as much as you want. The loot chests in this area have some good stuff in them, including valuable Chinese artifacts.

You really want to preemptively assassinate the two heavy gunners on the top level before you start looking for the VIPs. Once bodies start showing up, it becomes increasingly difficult to keep an all-out firefight from starting, and the two heavies are the main complication thereof. By now, you should have the firepower to handle a little thing like twenty armed mercenaries looking to kill you. Forestall that encounter for as long as possible, then kill and loot the three VIPs and get out of here. You'll earn 3,000 EXP when you reach the house on the western hill, where you can also find a medkit and some replacement body armor.

Tip

If you prefer a stealthy approach, "Triple Decker" is easy to start but hard to finish. The complication is keeping the guards from stumbling across a VIP's body, but you have an option for that. Use the Takedown Drag skill to leave the bodies of dead privateers inside empty cabins or in dark corners, away from their teammates' patrol routes. All three VIPs either move into quiet corners as part of their patrol routine, or are always in one.

Defusing the Situation



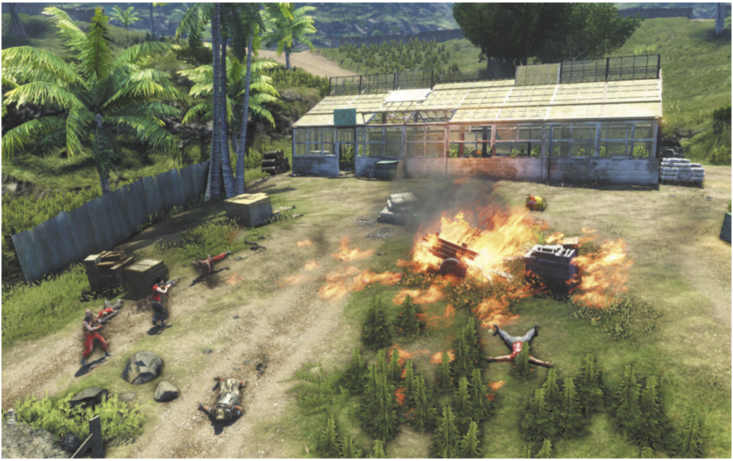
Sam doesn't have anything else for you right now, but he does need help with a task of his own. Go to meet him at another one of Hoyt's growing operations.

The drug fields are just east of Alpha Camp, which makes it easy to reach via fast-travel. This is another escort mission of sorts, but Sam can take care of himself most of the time. Your biggest concern is that you're up against what's left of Vaas's pirates, and for some reason, a lot of the survivors are among the most pyromaniacal of the bunch.

Don't stop to loot, or Sam will get too far ahead of you. When you reach the first shack, stand well outside it and take out the incoming pirates.

Caution

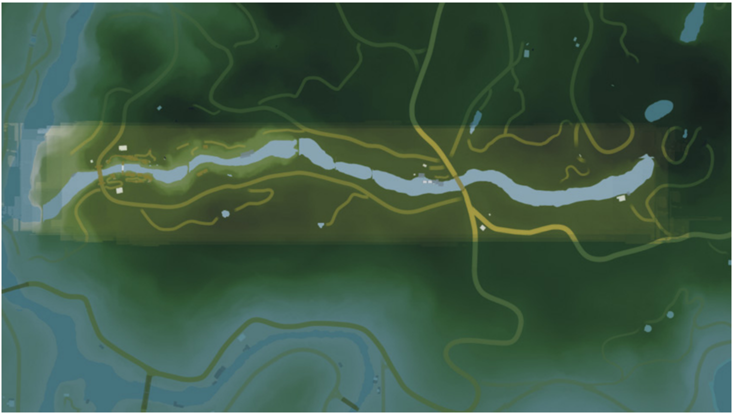
It would ordinarily be a good idea to use Sam as bait, since most of the pirates will go straight for him. The problem is that many of the pirates in this mission are chargers with Molotovs, and as you've noticed by now, fire in this game is extremely dangerous. Sam is fine if somebody's "just" shooting at him, but if the cabin catches fire around him, he's likely to die before you can do anything about it.

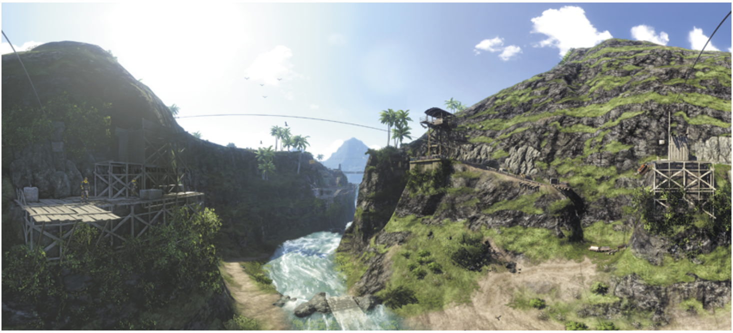


The second bomb is much the same as the first. You can catch Hoyt's drug fields on fire to help flush out or even kill some of the incoming troops (it's a good thing we don't really care about impressing him, isn't it?), and be sure to have a grenade ready to deal with the jeep that comes in from uphill. Snipe the guy on the windmill to keep Sam alive, then head up to the greenhouse for the final bomb.

You can grab an RPG-7 off a table in the greenhouse to help with the incoming pirates, or use the turret they set up against them. Either way, buy Sam enough time to defuse the final bomb, then sweep the field clear. Your adventure in drug running is worth 3,000 EXP.

Deepthroat

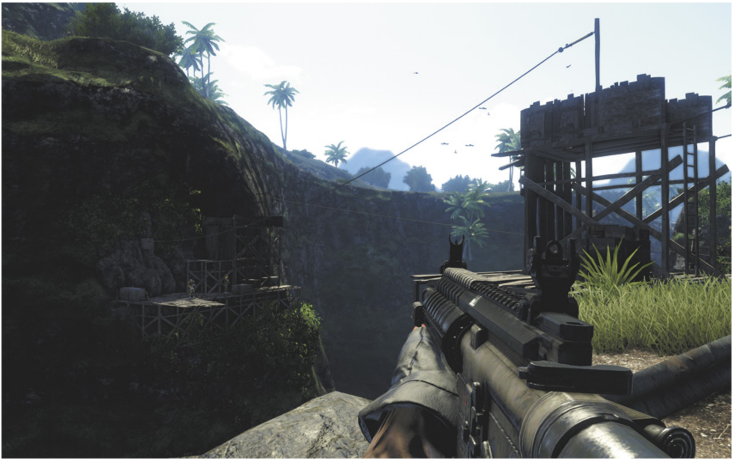




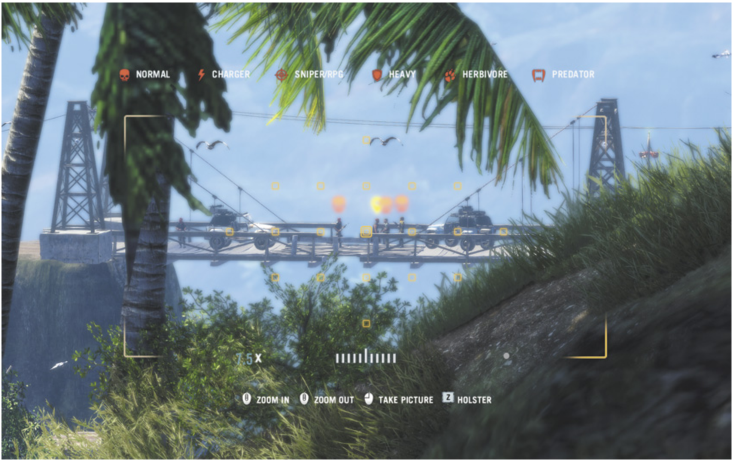
Bring an RPG-7 and a gun that can be used with one hand. The new Vector SMG is an excellent choice for use with the Line Gunner skill, and being able to fire from a zipline plays a big role in this mission.

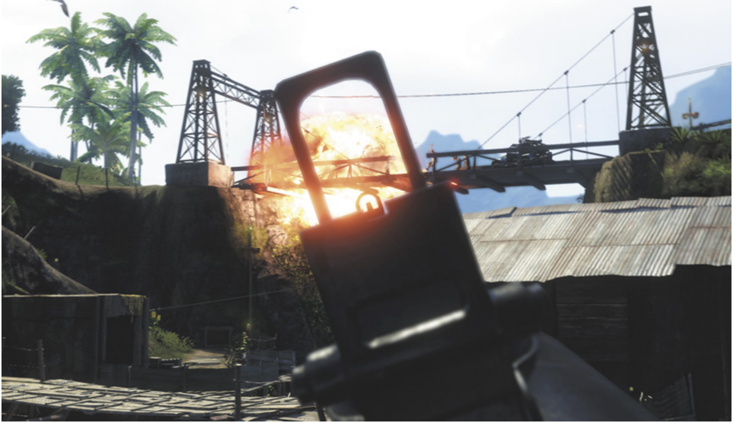
This is another stealth operation of sorts, but it's not as big of a deal thanks to the privateer's uniform. You really have to start openly stabbing people before you break cover.

The mining colony that Sam mentioned is built around a shallow river in the center of the South Island, and staffed with some of the most aggressively paranoid guards on the island. It's possible for a fight to start early if you get too close to the bridge on the west side of the river, as the guys over there are engaged in skullduggery. You're better off fast-traveling to Camp Echo and approaching the river from the east.

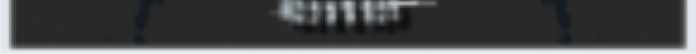


Don't make any hostile moves or the entire gorge will turn against you at once, complete with an alarm and impending reinforcements. Worse, the meeting you're here to check out will break up. Instead, simply make your way west along the gorge, using the ziplines and gangplanks to navigate back and forth as needed. Jason will say something when you've reached a good vantage point.





Pull out your camera and photograph the traitors' meeting, then use your RPG to take out their jeep. You have time to use the nearby zipline to get a little bit closer to the bridge for a clearer shot, but as a trade-off, there are three mercs near your landing point that may, for whatever bizarre reason, consider aiming the RPG to be a hostile activity.

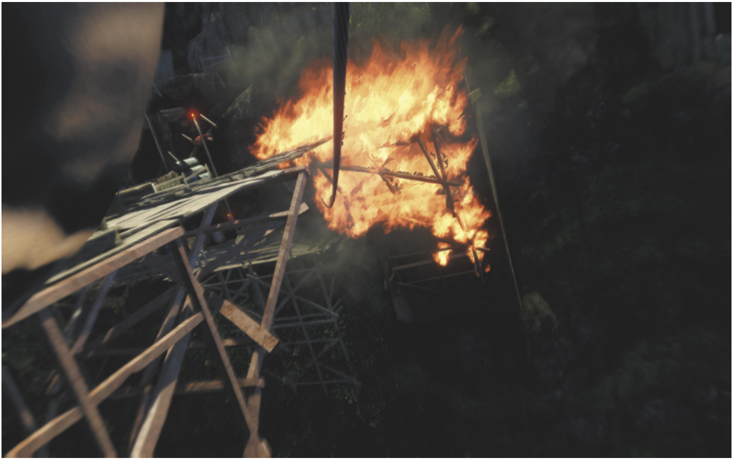


Tip

Incoming!

Tip

If you weren't able to get the Never Saw It Coming Achievement/Trophy during "Lin Cong I Presume?" this is a good second opportunity. Ziplines are one of the primary methods of navigating the ravine, and there are a lot of privateers here.



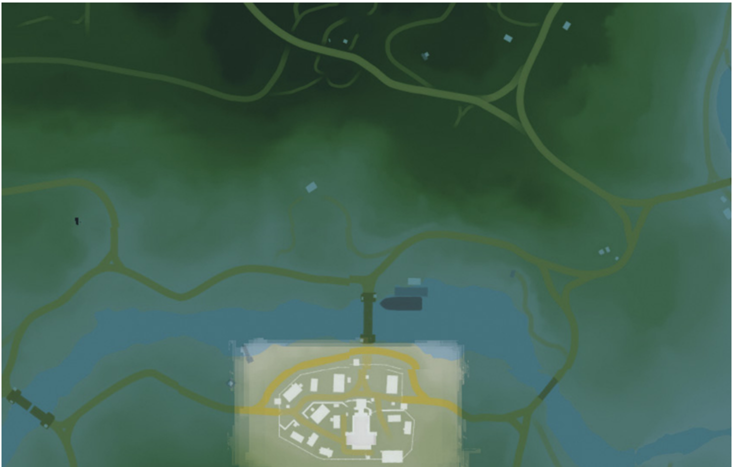
There's enough hard cover around the old gangplanks that you should have a relatively easy time remaining unventilated. The survivors of the meeting will use an RPG of their own to detonate the bridge ahead of you, but that's easily circumvented with another zipline at the end of the north side of the gorge.

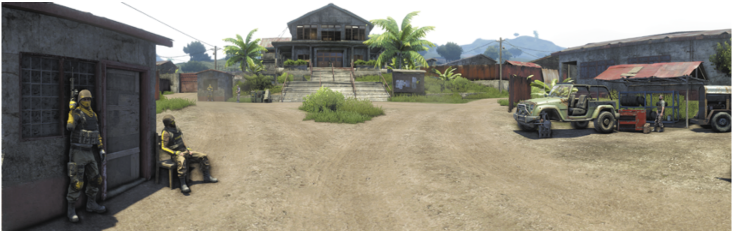
You can't make the jump across the gap in the bridge, so don't try; that's a good way to end up in the middle of the river with no convenient way back up to the gangplanks. Instead, backtrack west a bit and use the ramp to ascend to a higher level of the mining facility. You can follow the gangplank all the way to its end to find a ledge you can mantle onto, then zipline across the gorge a couple of times to finally reach a path that leads up to the bridge.

All the while, a murderer's row of Hoyt's privateers will be constantly moving in to try and punch your ticket, including a frankly ridiculous number of guys with rocket launchers. Keep checking the side tunnels for ammunition and medical supplies when possible, and don't use up your RPG-7 ammo frivolously. It'll help to have it on hand when you reach the bridge, as a couple of jeeps with mounted gun turrets will arrive when you do.

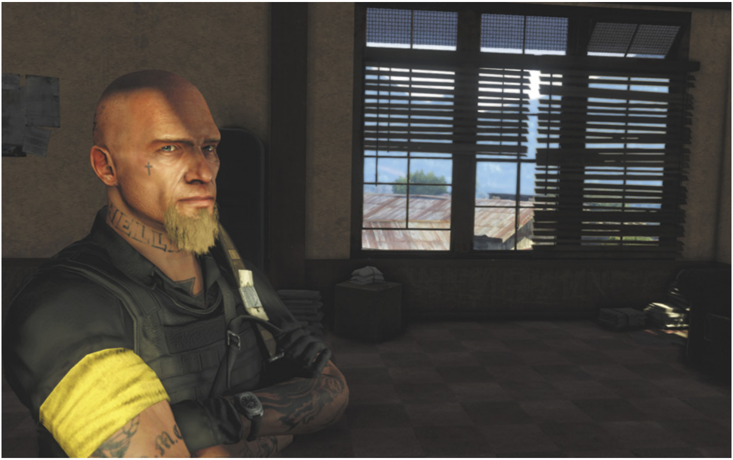
Once you have the list of traitors in hand, don't stop moving. There's a gap in the safety rail on the bridge. Take a running leap off of it and use the wingsuit to survive the fall. Keep moving toward the parked jeep near the river until the mission's complete. You'll receive 3,000 EXP when you reach your escape vehicle.

All In





You've probably seen the Compound if you've done any real exploring. There aren't any fast-travel points near it, but it's one of the larger settlements on the South Island and it's surrounded by patrols. There just hasn't been a good reason to go there until now.



Drive on up to the Compound's gate and meet Sam. He'll show you in to meet Hoyt. After the long ensuing conversation, go downstairs to the building's basement. Obey the onscreen button prompts to win Hoyt's trust, at least for now. It's tough to watch, but you receive the Deep Cover Achievement/Trophy for going through wit it.

After the interrogation, you'll receive 3,000 EXP and dossiers on Riley and Sam. The Compound also becomes available as a fast-travel location.

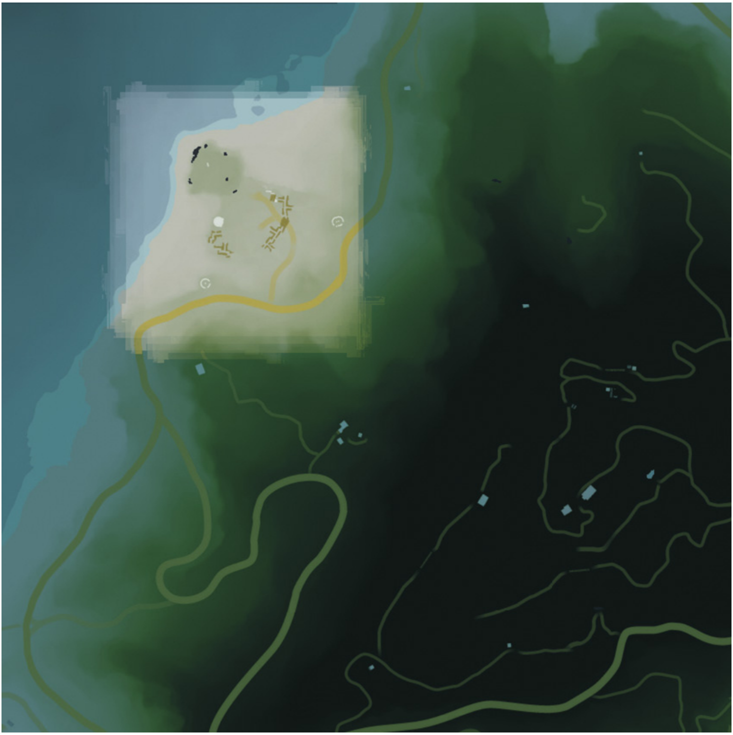
Tip

It Toasts Bagels, Too

Tip

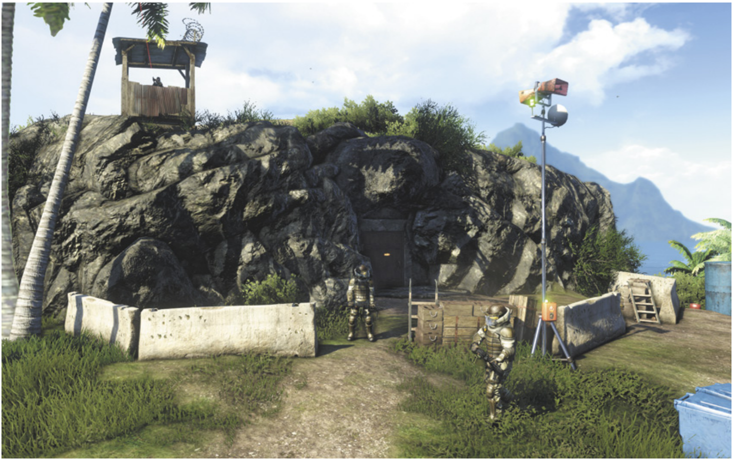
While you've got the privateer uniform, most of Hoyt's privateers assume you're a friendly right up until you do something to indicate you aren't. This is a good opportunity to get the Improper Use Achievement/Trophy, which is obtained by using the Repair Tool to kill an opponent. This involves using its cutting torch to set a target's hair and clothes on fire, which requires you to get in close on your target and hold down the button for a couple of seconds. Try using it on guards before they realize you're not on their side.

Paint It Black

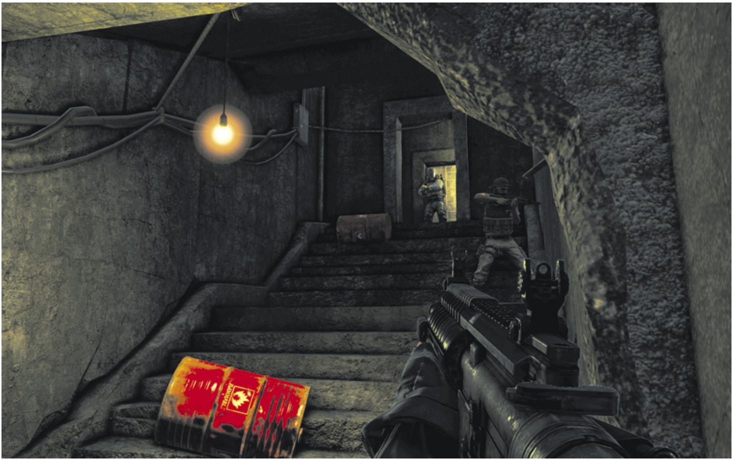


The communications facility is just outside Camp Charlie on the west coast of the South Island. It's adapted from another

WWII-era bunker, and while you can get a long way in without detection by using the old trenches, this is going to turn into a full-on firefight sooner or later. You can make life easier by sniping the sniper watching the front entrance, then using the window of time between his death and his body being noticed to disable the facility's alarm system.

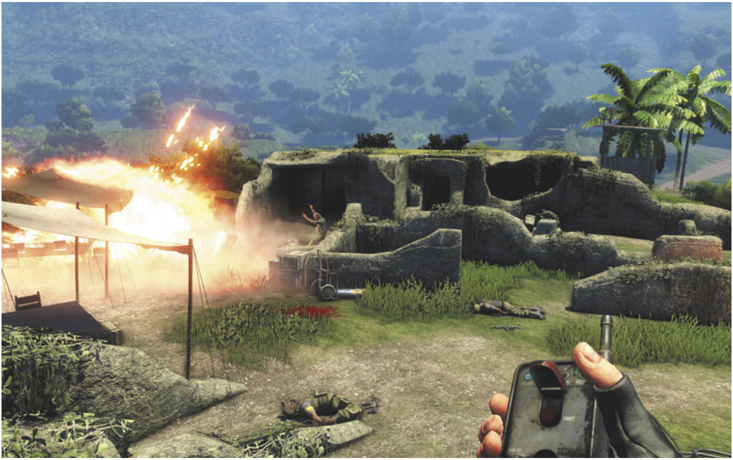


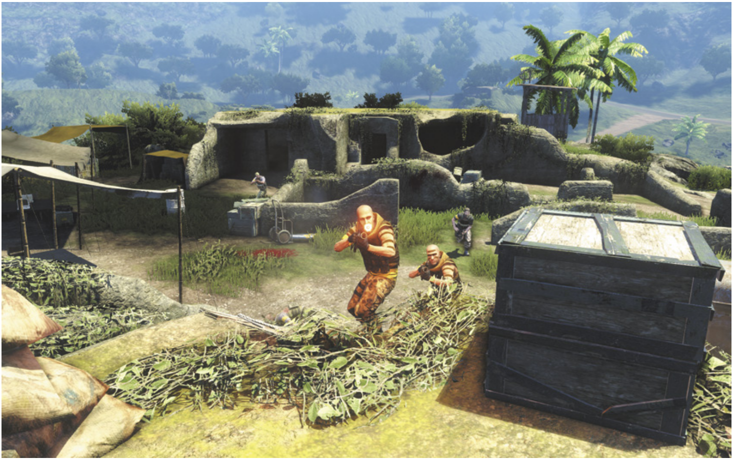
Blowing the door to the inner bunker is perhaps the least stealthy thing one can do without a brass band, so you should not be surprised when the mission turns dangerous shortly thereafter. The gunmen are small fry by now, but there are several heavy flamers among them who can make short work of you in these close quarters. They keep a lot of explosives down here, though, including three C4 charges that are right in front of you when you enter the building, and it would be a shame to waste them.



There's a scripted ambush waiting for you in front of the ladder to the satellite dish, where a flamer and his buddies kick a few propane tanks down the stairs at you when you enter. It's difficult to avoid damage entirely unless you know it's coming (which you now do), but they're the last remnant of resistance inside the bunker. Climb the ladder.

The rooftop around the satellite dish is likely to present some serious difficulty. The area is covered by a couple of snipers, they've got a guard dog, and the entire place is covered in that uniquely flammable breed of Rook Island grass. There are a ton of grenades lying around the area, which suggests at least one method of dealing with a few of these guys, and a new suit of body armor in the bunker below the satellite dish.





Once the area's been swept clear, plant your leftover land mines and C4 in the area between the bunker exit and the satellite dish. You've got some time to kill before Sam arrives with your ride, and the place will be crawling with mercs shortly. There are enough randomly explosive items in the area that you can use them to take a lot of wind out of the incoming privateers' sails, including a stack of oxygen tanks.

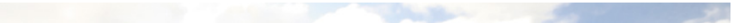
When Sam shows up in a helicopter, get to him quickly; there's enough massed firepower in the area around the satellite dish that they can blow him out of the sky in short order.

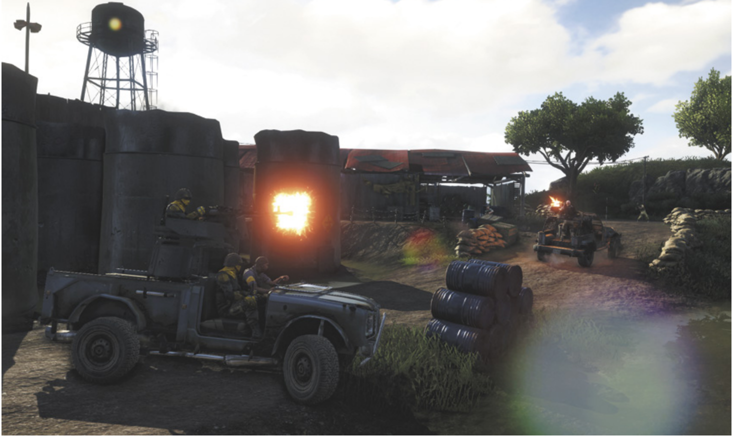
Once you're off and away, detonate your bomb to take out the satellite dish and earn 4,000 EXP.

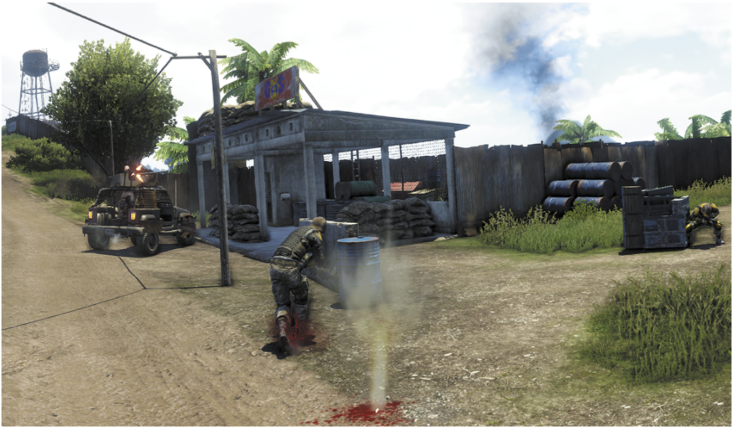
Black Gold

Use the wingsuit and parachute to bail out of Sam's chopper, then go to meet him outside Camp Delta when you've got the time.

PARTS & TOOLS
AUTO & OIL CO.



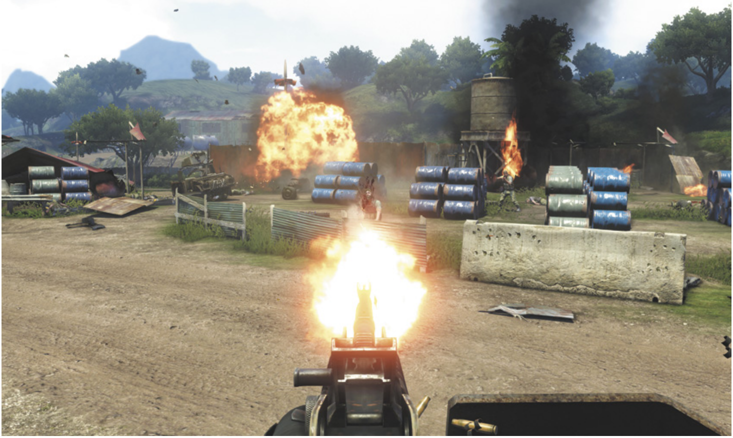


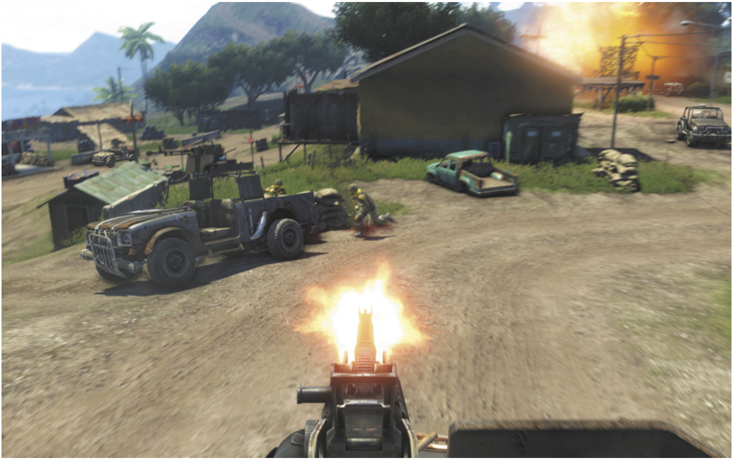


Drive the jeep into the reservoir and lay waste to everything you see. You can crash straight through the corrugated-steel barriers by the sides of the road, but you'll need to get out of the truck to plant the four required charges.

Three of the four charges are in relatively obvious locations, but the fourth target location isn't immediately obvious. The only way to reach it is to use the big stack of blue oil drums nearby to jump the fence.

Sam's manning the turret on the jeep for this mission, and as before, he can really take care of himself unless a couple of heavies show up at once. His health regenerates quickly if he can go for a few seconds without taking damage. Just the same, try not to leave him alone for too long, as heavy flamers can destroy the truck very quickly.





Once you've planted and detonated all four charges, drive Sam to the main building, park on top of the jeep icon in the driveway, and get into the jeep's turret. Use it and the scattered explosive barrels in the storage yard to hold off Hoyt's men as best you can. The Cool Gunner skill will really pay off here, as this is what people in the trade refer to as a "target-rich environment."

Sam takes the wheel for your final run out of the reservoir. If you thought you drove like crazy, you haven't seen anything yet. Cover your escape with the mounted gun and watch the explosion.

Caution

This is your last chance to go back and explore the island before the endgame, and Sam will offer you a choice that says as much.

Aced in the Hole

Rearm and resupply at the vendor of your choice. An RPG-7 or GL-94 is a handy choice for dealing with the opposition in the next couple of story missions. You're heading into Far Cry 3's endgame, and nothing about it is particularly subtle.

Fast-travel back to the Compound to meet up with Sam again. Once you enter Hoyt's poker game, you're on a nonstop ride to the end.

Tip

The last couple of missions are an all-out running firefight. There's no reason to bring any suppressed or low-caliber firearms. You should optimize your arsenal and your modifications for damage and accuracy.

Go inside the Compound with Sam for a quick round of poker with Hoyt. The ensuing boss fight plays out a lot like the one against Buck—you can memorize the buttons you're asked to hit and preemptively hit them. The window for success is very small, however. Winning this fight earns you the Poker Night Achievement/Trophy.

Prompts vs. Hoyt

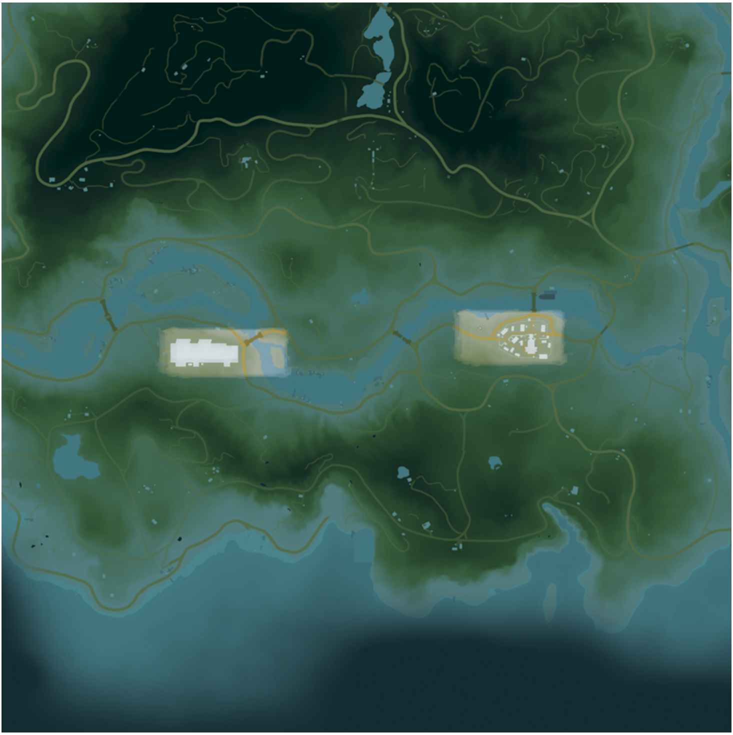
360: A, X, B, X; X, B; X, B, A; X, B, A, X, B

PS3: X, Square, O, X; Square, O; Square, O, X; O, X, Square, O

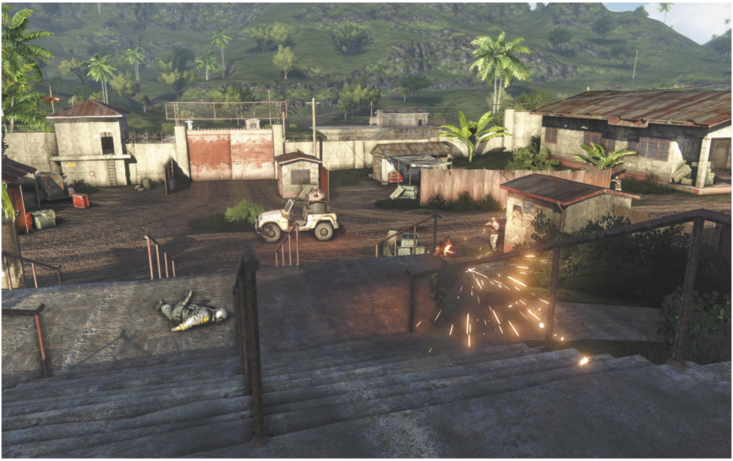
PC Prompts														
Commands	Jump	Interact	Crouch	Interact	Interact	Crouch	Interact	Crouch	Jump	Interact	Crouch	Jump	Interact	Crouch
Keybinds														

Enter the keybindings you've set for yourself here to reveal the sequence. Alternatively, set the keybindings to something easy like 1, 2, and 3.

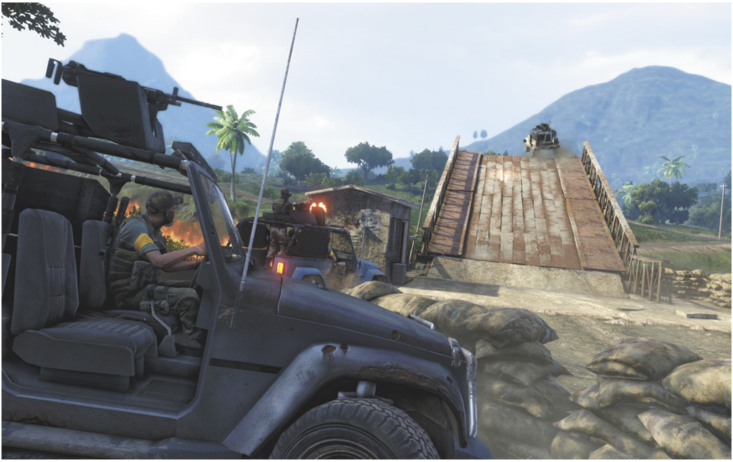
Betting Against the House



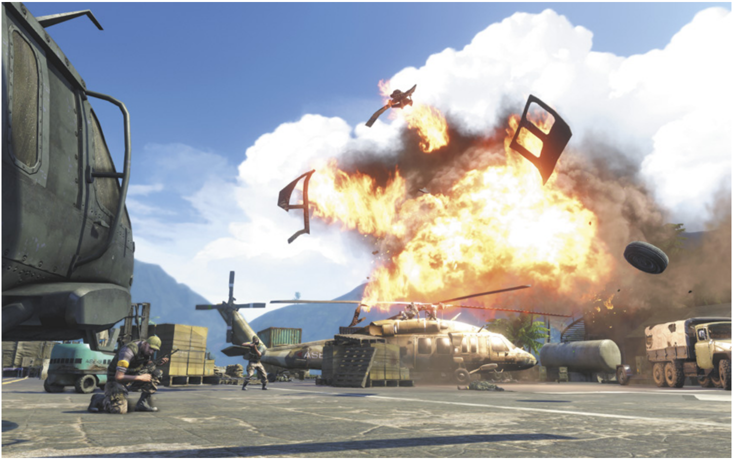
You have twelve minutes to make it to the airstrip. The entire Compound has been turned against you, and the first thing you see when you go downstairs is a heavy flamer kicking his way through the front doors. This can get really entertaining.

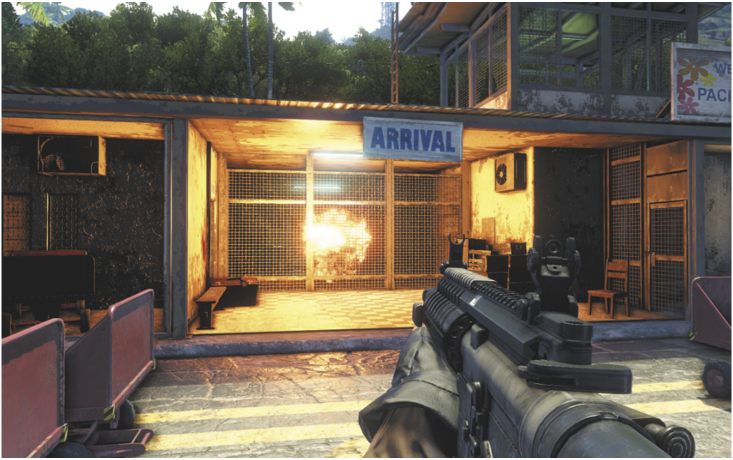


There's a cache of ammo with a medkit and some fresh body armor in the lobby of Hoyt's building, which makes it an effective place to hole up and dispose of the first wave of troops. The only gate left open in the Compound is on the west side of the facility, which is blockaded by a heavy flamer and two jeeps with mounted guns. An RPG-7 is useful to deal with them expediently.



Steal a jeep on your way out the door and drive west with your foot all the way down. Littlegate Bridge goes up as you approach, which means the last half of the trip will be done off road, and it turns out that Hoyt's guys have a mortar team that's only too happy to bombard your position. That means that once you're out in the world, you cannot stop moving for anything or you're two hundred pounds of chunky salsa.



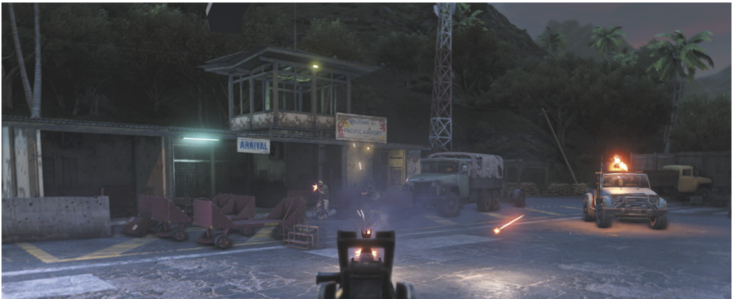


Once you're at the airport, fight your way through the mercs and privateers on the runway. The only good news is that even Hoyt's crew isn't crazy enough to bombard this area, so the mortar barrage stops once your feet are on the tarmac.

Caution

On the airport tarmac, if it looks like it could explode, it probably can. Hoyt's aircraft all apparently run on a rich mix of jet fuel, nitroglycerin, and plastique. This limits your choices in hard cover, which means your best option is to keep moving. It's also something you can use to your own advantage, as even Hoyt's best men will occasionally duck behind a parked fuel truck. This is unwise of them.

Riley is on the west side of the airport inside the arrival terminal, behind a locked door. Rescue him, then clear out the last wave of goons, which includes a heavy flamer, to get him to the helicopter. At this point, you can go ahead and use up absolutely everything you've got. This is the last time in the story missions that you'll have to fight on foot, so go ahead and leave everything on the field.



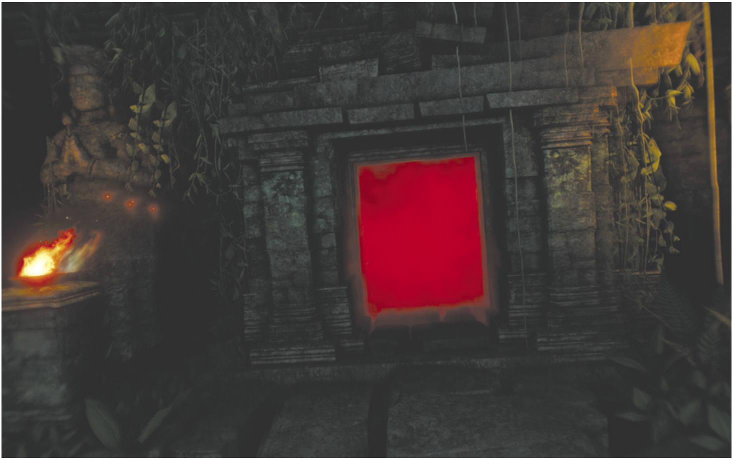
With Riley behind the stick, use the helicopter's mounted gun to deal with everyone trying to shoot you down. If you somehow managed to leave something intact on your initial run through the airport, go ahead and remedy that situation now. Sweep it all with machine-gun fire and watch it all burn, with a particular eye out for ground troops with RPG-7s. You'll be 5,000 EXP richer by the time you're clear.

The Doctor Is Out

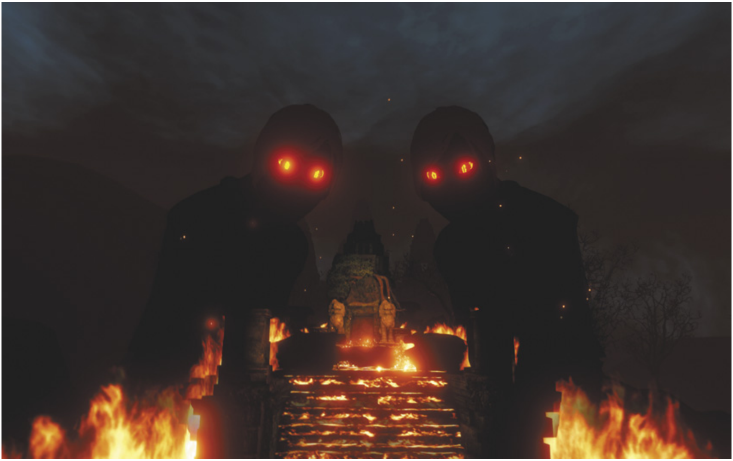
Riley flies you back to Earnhardt's place, which has seen slightly better days. The vending machine on the first floor is upended, but still works just fine if you need to resupply. There's no real need to do so.

Earnhardt is outside his house, in the gazebo by the cavern entrance. Talk to him, then go back to the helicopter.

Hard Choices



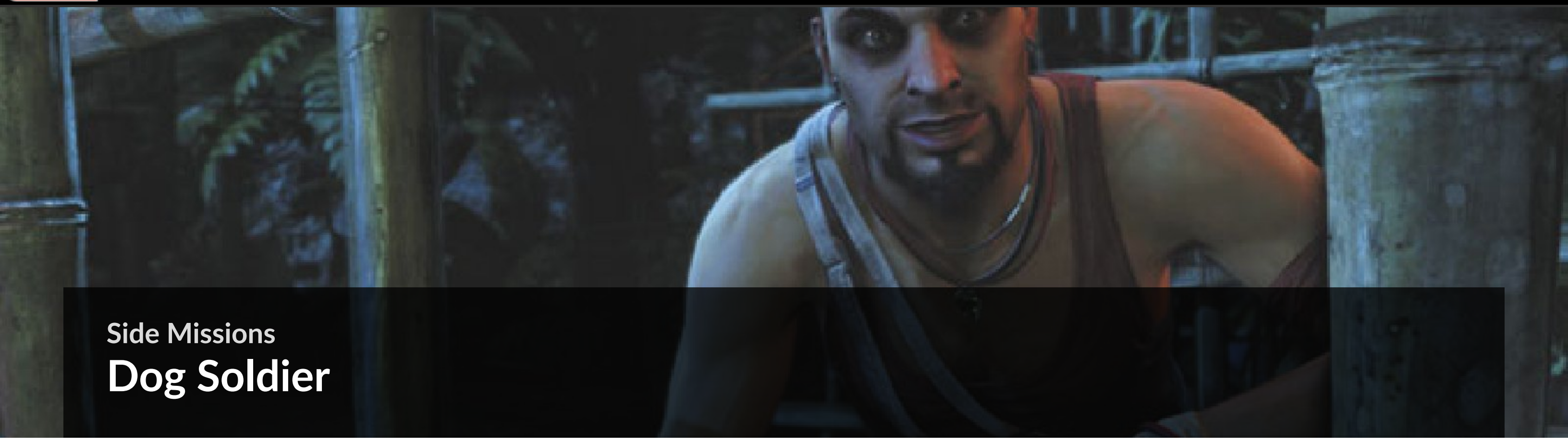
It’s time for one last ceremony of the Rakyat. Enter the temple, suspiciously quiet though it may be. When you’re free, walk forward and keep walking forward, as creepy as things may become.



At the end of the path, you have one last choice to make which will determine your ending: save your friends once again and leave the island, or destroy your past forever.

Whichever you choose, you unlock the What A Trip Achievement/Trophy, and you've completed Far Cry 3's story campaign.

You'll be able to go back to Rook Island and explore it further after the end of the game's credits. The island is more or less the same as you left it except that Citra's temple has collapsed, and you've lost the benefits of the privateer uniform. You are once again a shoot-on-sight for every surviving member of Hoyt's mercenary corps.



Side Missions

Dog Soldier

As you recapture parts of the island from Vaas and Hoyt, you're also giving the Rakyat and the other natives the all clear to move back into the area. Some of these people have extra work they're willing to pay you to do, and that's where side missions come in.

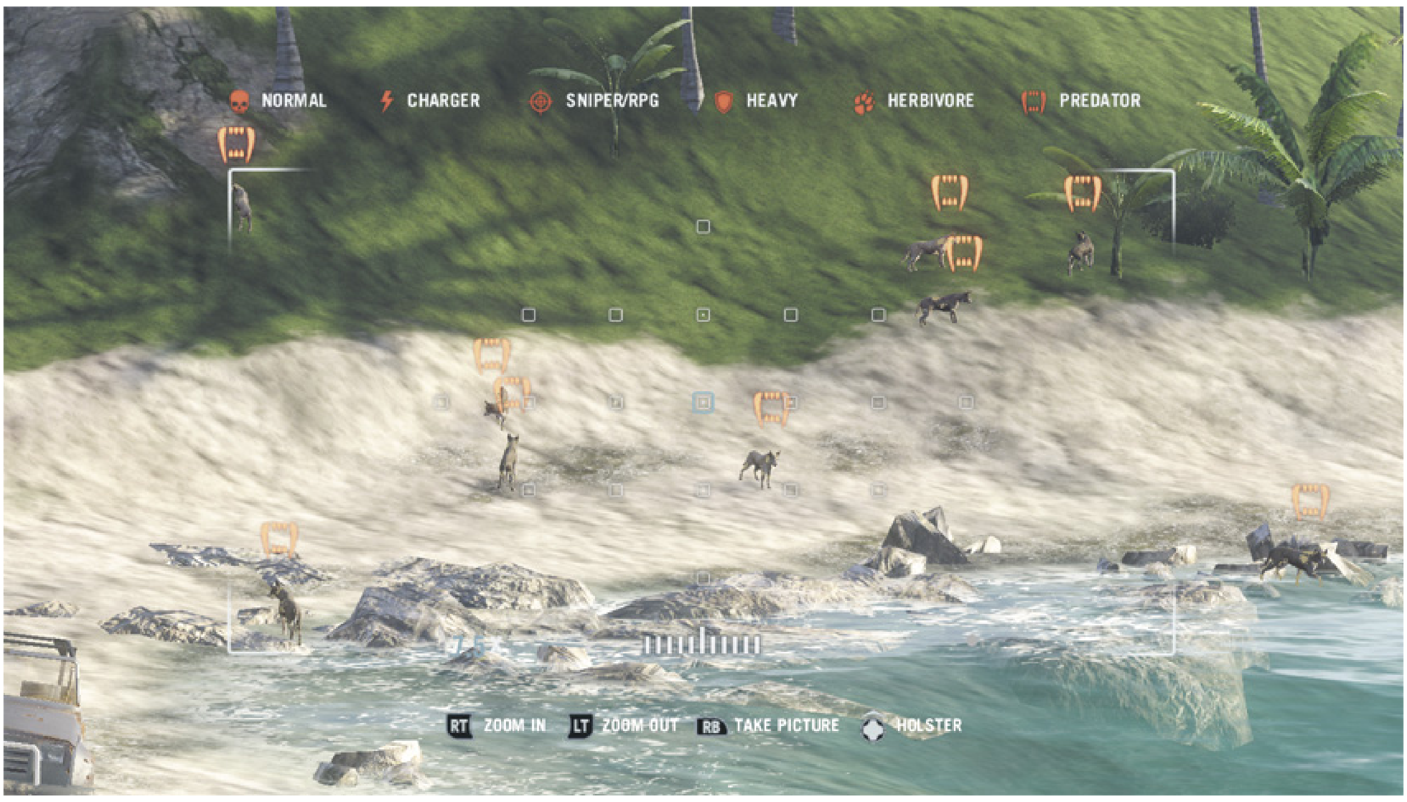
Most of these are simple fetch or kill quests that are difficult in direct proportion to how much of the area you've managed to clear out. Random encounters or a high pirate/privateer presence in the area can both make a side mission much more interesting. Alternatively, if you wait to complete a side mission until late in the game when the Rakyat have retaken most of all of Rook Island, it'll be over before you know it.

Dog Soldier

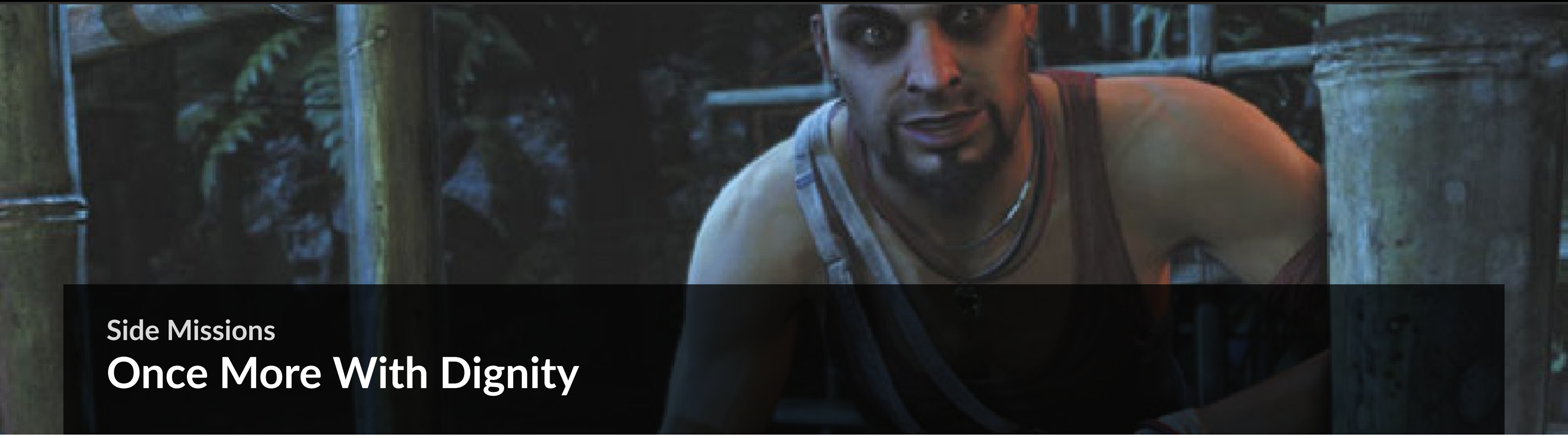
HARD VSYNC ON

Unlock: Liberate the Nat's Repairs outpost.

Matti, who lives down the west road from Nat's Repairs, wants you to track down and kill his dog. She's gone rabid and has become the alpha of a pack of like-minded dogs.



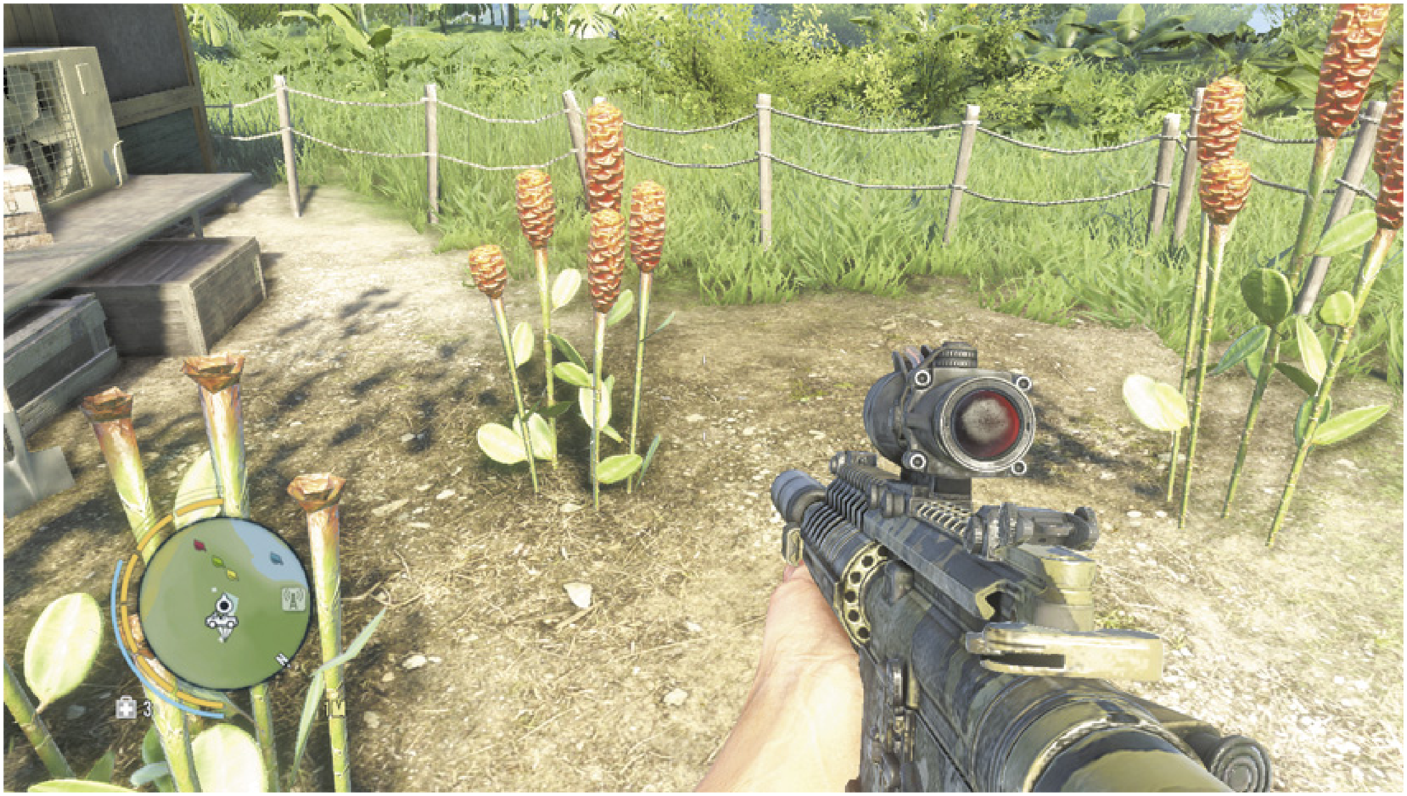
This sounds straightforward, but as you'll be able to tell when you get close, the "pack" is more like a small battalion. Matti's dog stands slightly apart from the pack but doesn't differ from the others in any immediately obvious way, so your only real method of finishing the mission is to kill them all until your objective's completed. Fortunately, since they're just dogs, you can stand about 90 meters away and plug them at will with a silenced rifle. One or two might get close enough to attack, but it's possible to kill Matti's dog with zero risk to yourself.



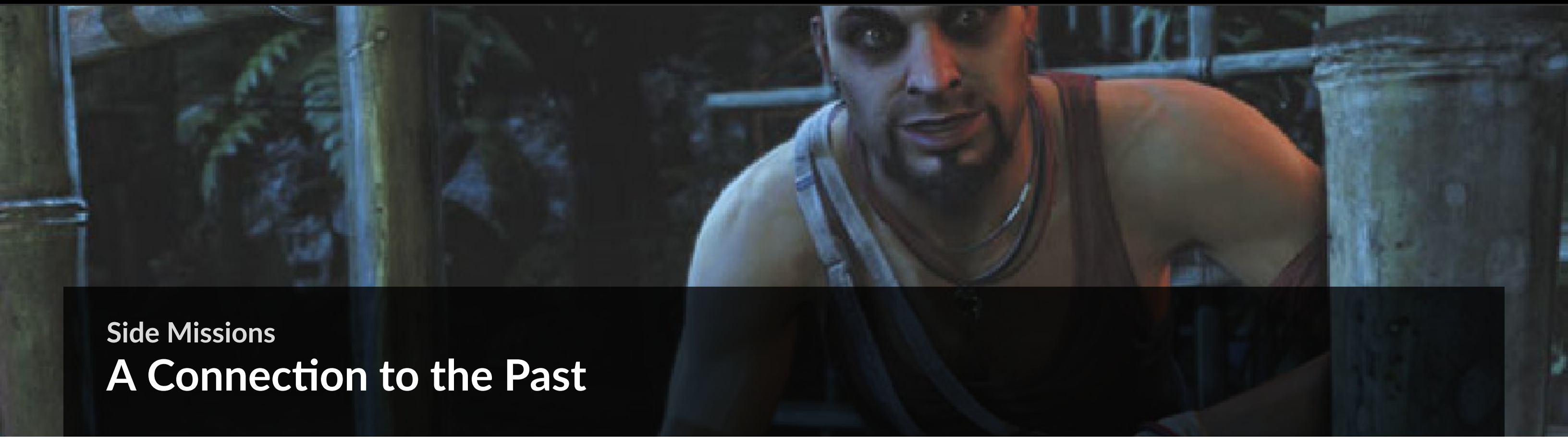
Side Missions

Once More With Dignity

Unlock: Liberate the Hubert Shore Power outpost.



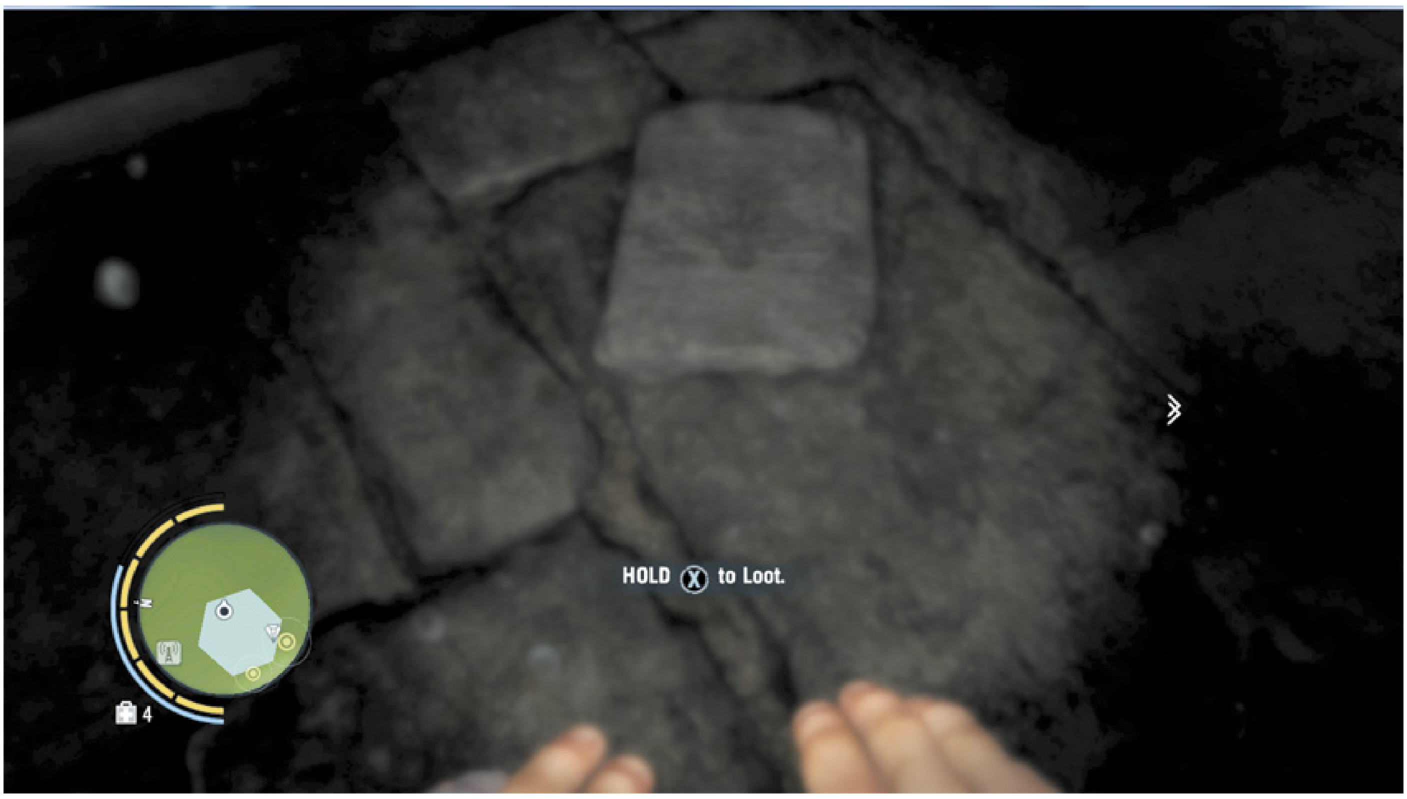
While he may not be the easiest guy to talk to, Alfie needs some medicine. First, gather three Golden Beehives from the yard outside his house. Next, head a short distance north to get Heliconia. Finally, go to the valley to the northeast, while remaining wary of bears, and grab three Screwpine Fruits. After bringing the final set of plants back to Alfie, he'll teach you the recipe for the Nature Boy syringe.

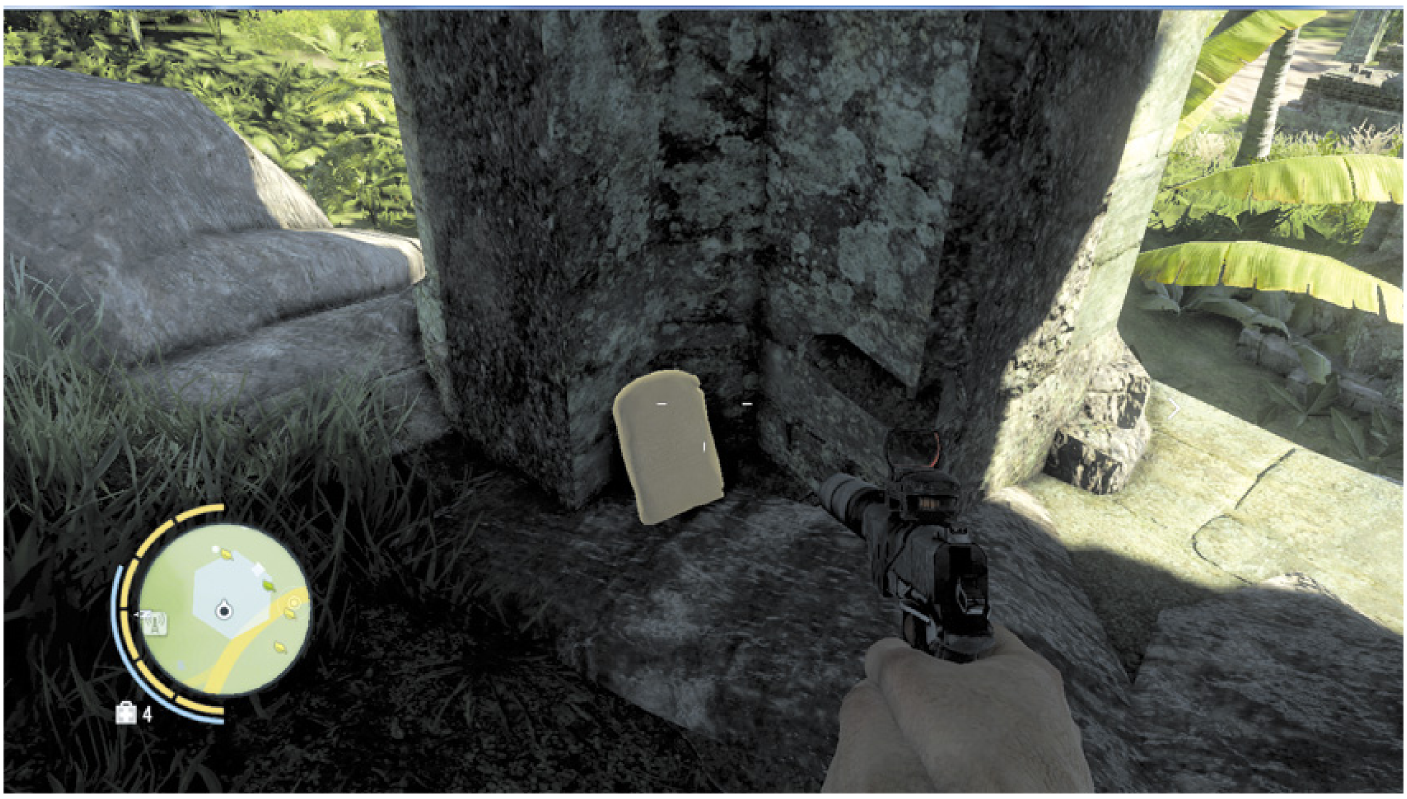


Side Missions

A Connection to the Past

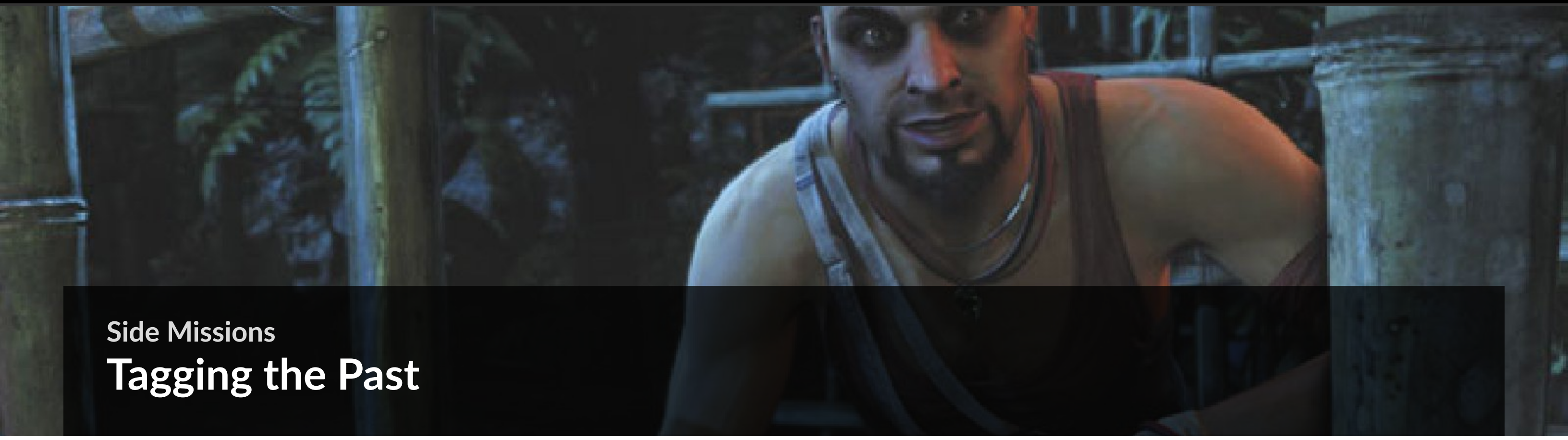
Unlock: Liberate the Hubris Farm outpost.





A friend of Dennis's is digging outside of the ruins northeast of Citra's temple, and he wants three tablets. One is on the floor in the flooded basement of the nearby temple ruins, near a Relic. The second is on the west side of the temple's gate, in the shadows underneath the vestibule.

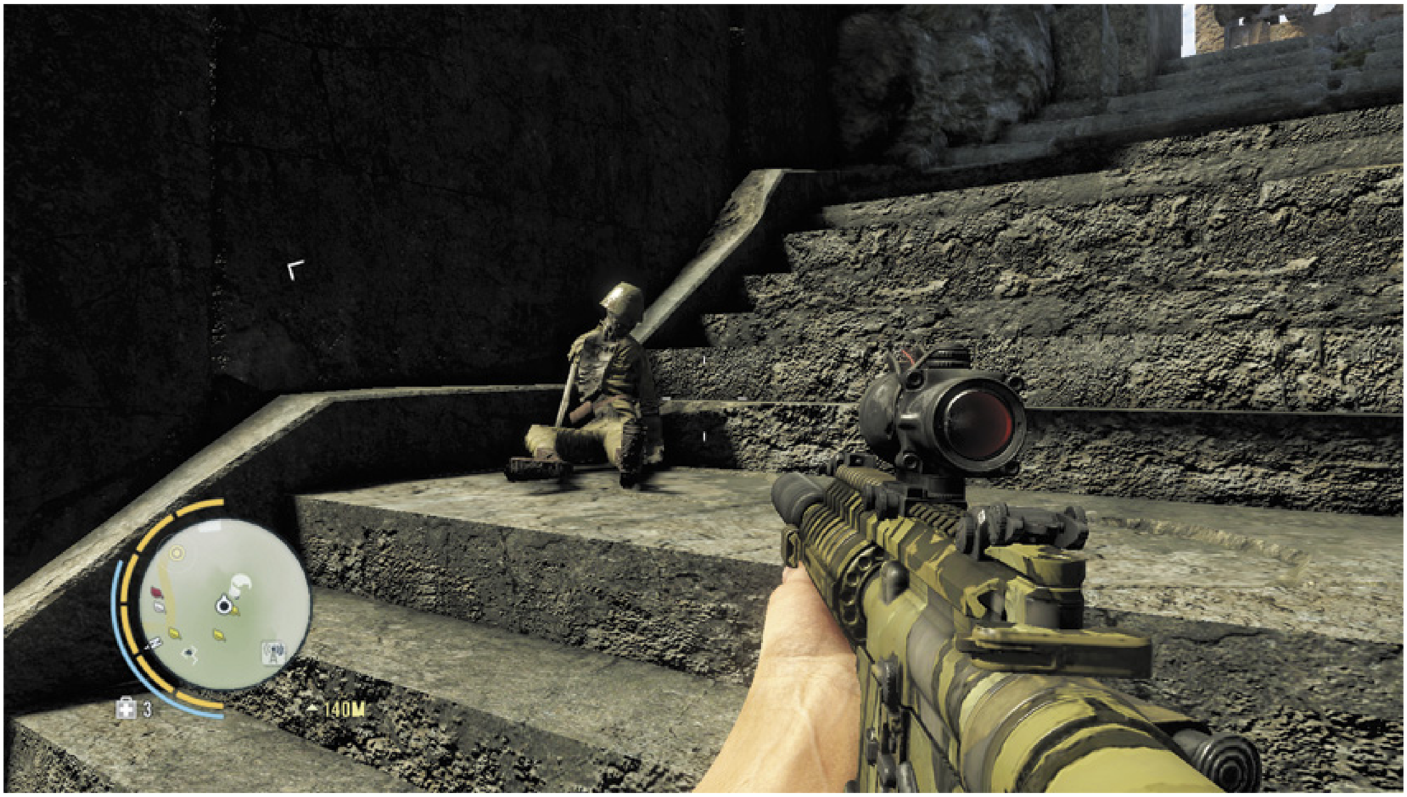
The third is inside the wrecked temple to the south, and requires you to blow open the fragile wall on its western column. Climb up through the wreckage of the wall, cross the gangplank, and carefully pick your way around the molding on the edge of the building until you can get to the shadowed area behind the ladder. There's another Relic located in the same building, but the Relic is on the floor above the tablet.



Side Missions

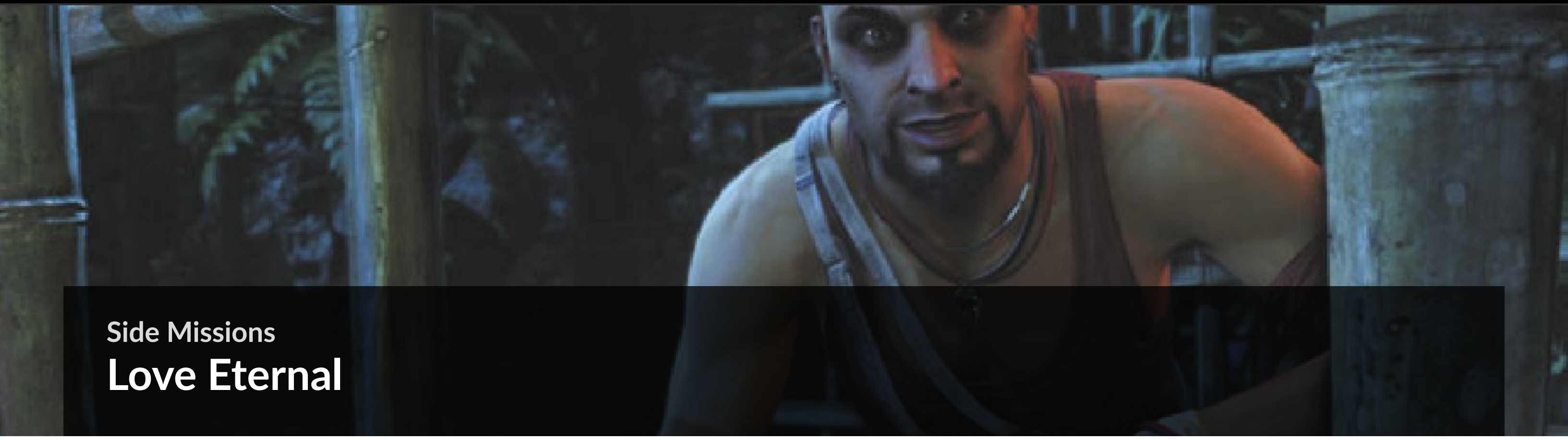
Tagging the Past

Unlock: Liberate the Valsa Docks outpost.



Upon accepting this mission, Tang hires you to go grab three dog tags off of the corpses of Japanese soldiers in the area. The first is on an anti-aircraft cannon north of the quest giver, the second is on the cannon just east of the Valsa Docks, and the third is inside a well-hidden underground bunker southeast from the second tag's location. There's a red loot box near the third tag.

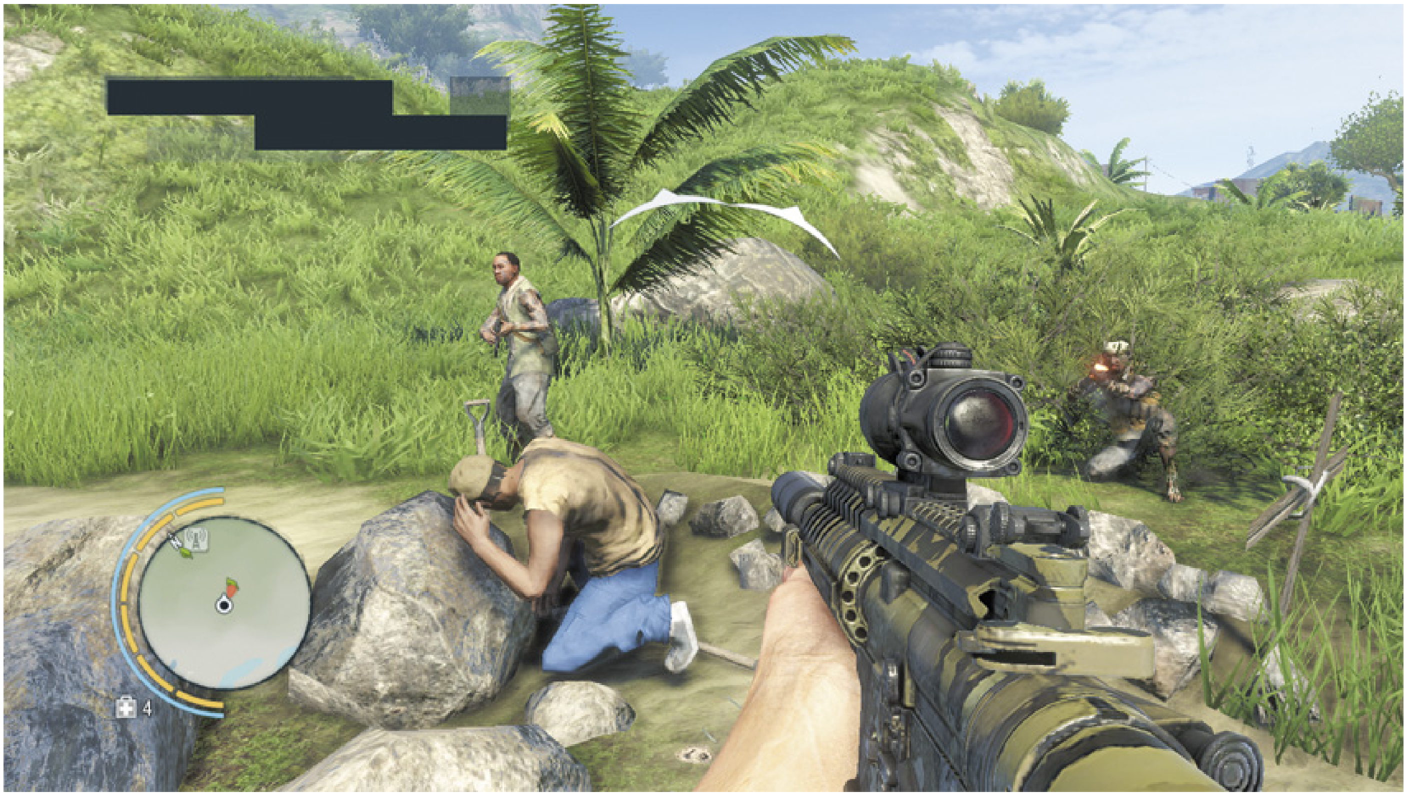
The later in the game you do this quest, the easier it'll be. If you don't run into any tricky random encounters along the way (this quest does take you into hills that tend to have a high chance of leopard attack), this is ten minutes' work at most.



Side Missions

Love Eternal

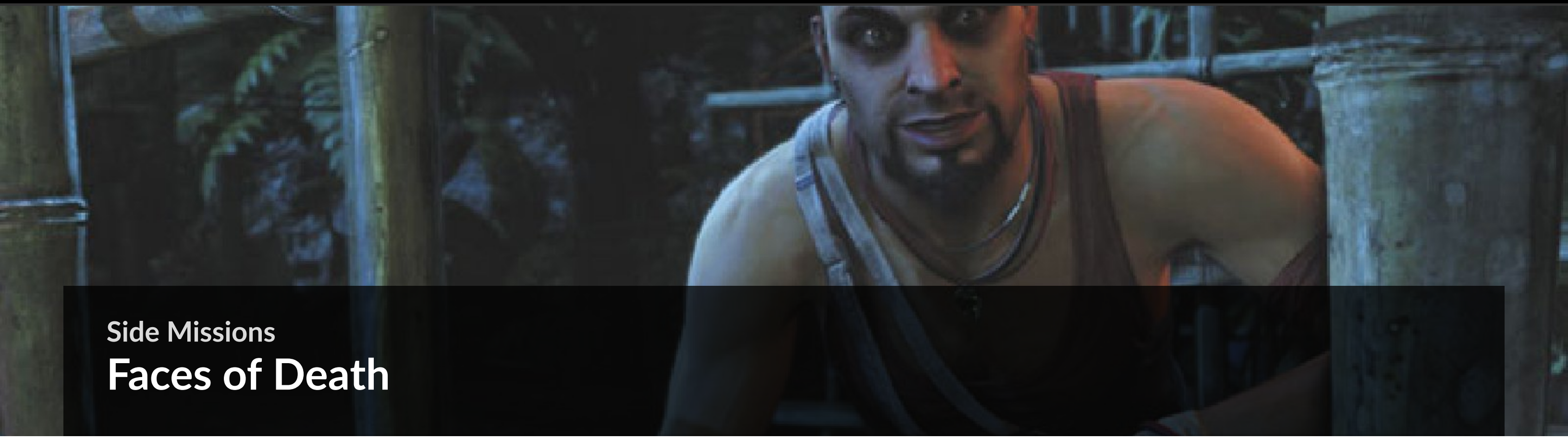
Unlock: Liberate the Northview Gas outpost.



Rohana would prefer it if her son-in-law did not dig up her daughter's grave, and asks you to take a hand in the situation. Go to the nearby gravesite and talk to him, then shoot the ground at his feet.

You need to be careful while doing this, as the son-in-law spawns alongside a couple of friendly Rakyat, and if you aren't careful, a stray bullet may hit one of them and cause them to attack you.

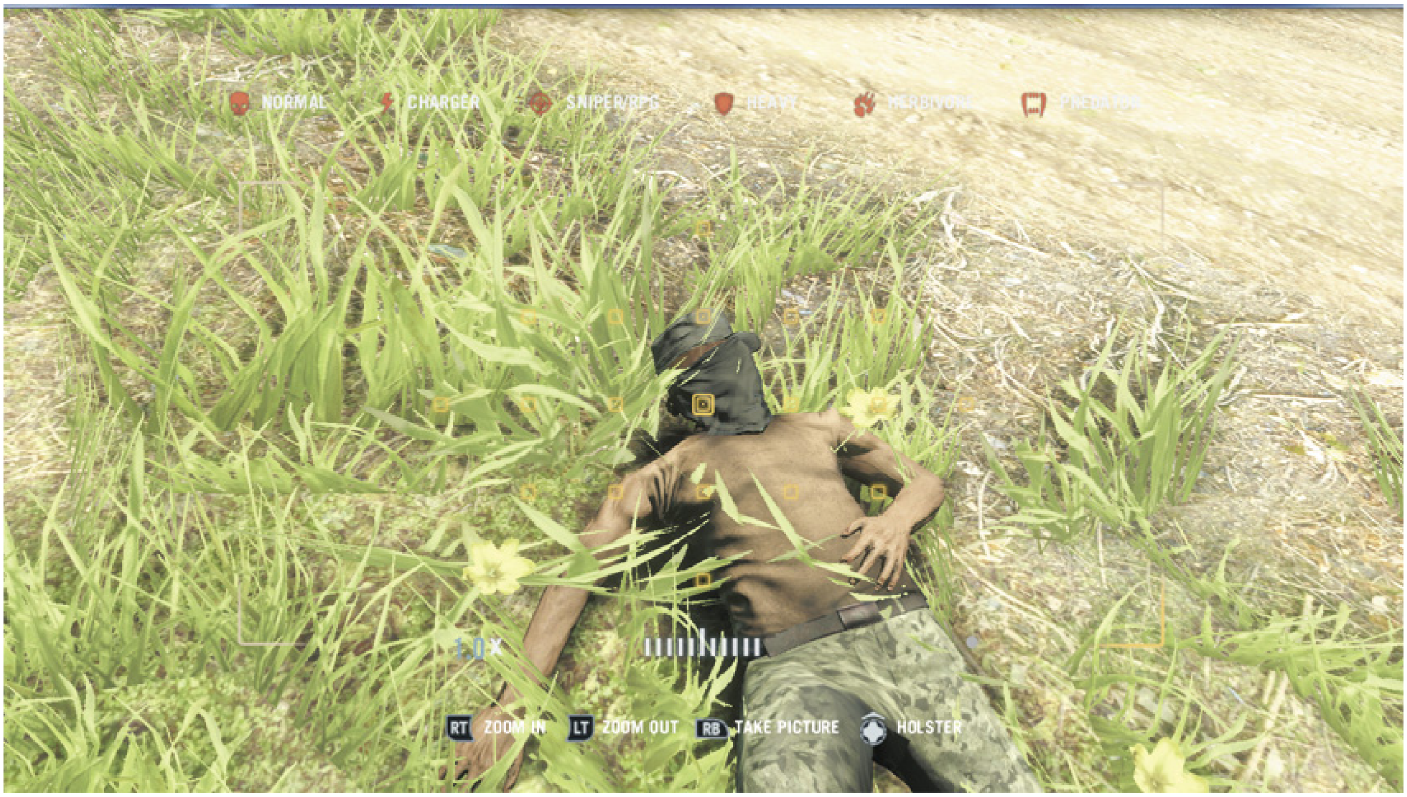
Having intimidated the son-in-law, return to Rohana for your reward.



Side Missions

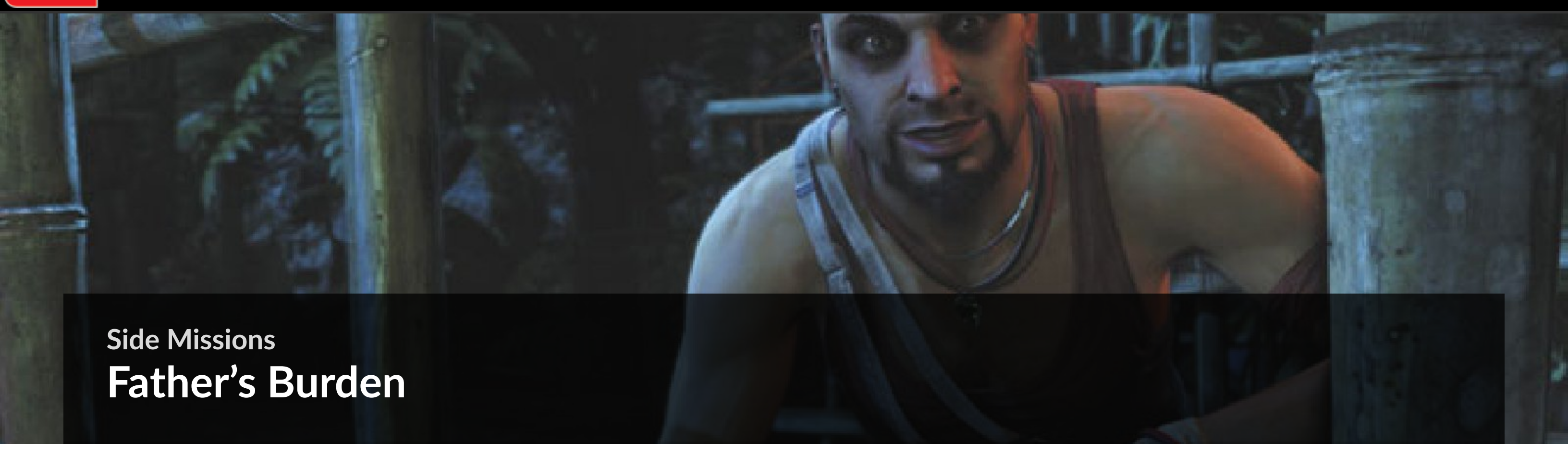
Faces of Death

Unlock: Liberate the Camp Murder outpost.


NORMAL
CHARGER
SNIPER/RPG
HEAVY
HERBIVORE
PREDATOR
1.0x
RT ZOOM IN
LT ZOOM OUT
RB TAKE PICTURE
HOLSTER

On behalf of Nero, a would-be revolutionary in Badtown, go to the three places he's labeled on your map and photograph the dead pirates there. In the event you run into living pirates along the way, photographing them does not count for the purposes of the quest. He wants the preexisting dead guys.

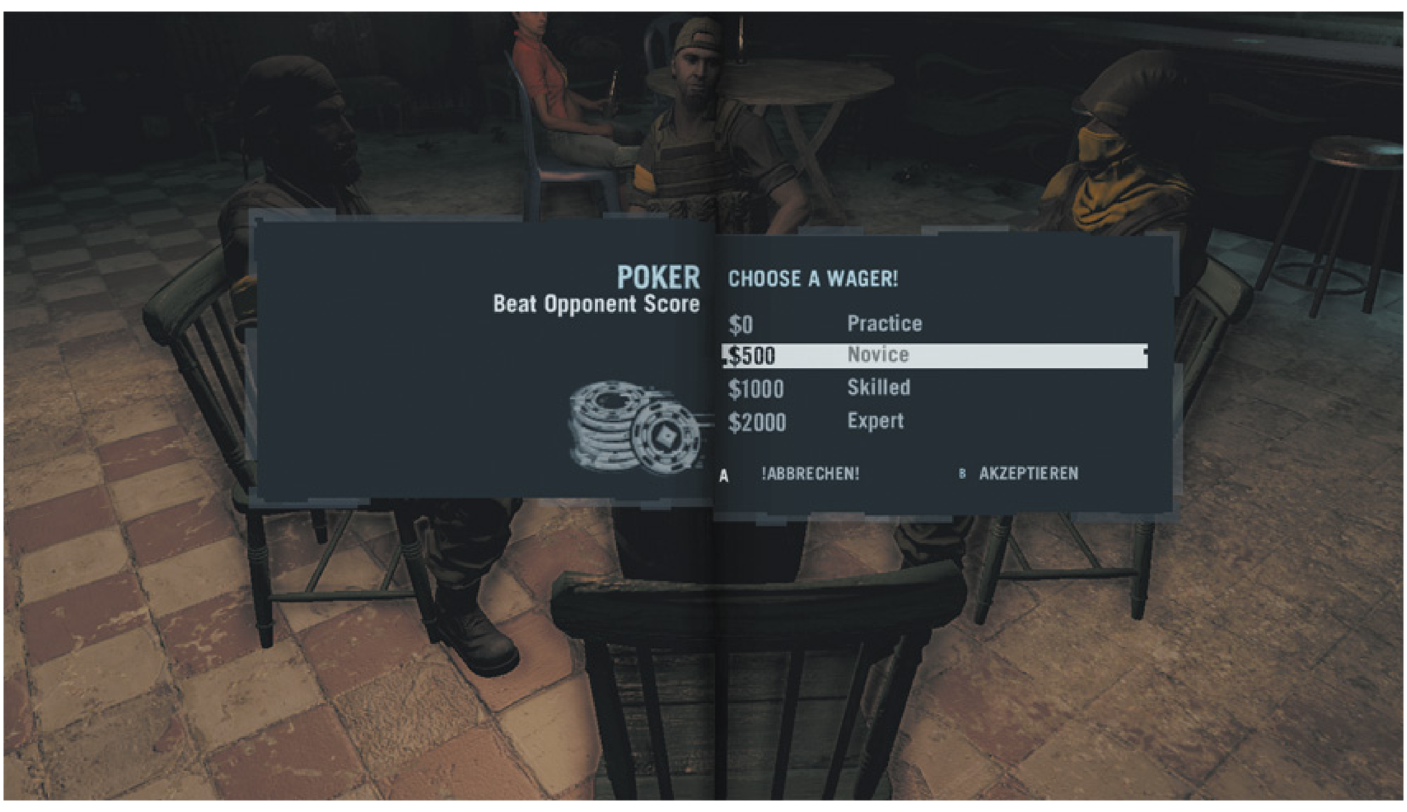
Of the three dead pirates, there seems to be a 100% chance that a tiger will spawn in the area nearby the pirate to the southwest of Badtown, and the corpse on the southern hill is guarded by a trio of Vaas's pirates. This is in addition to any other complications that may ensue, such as patrols or other wild animals.

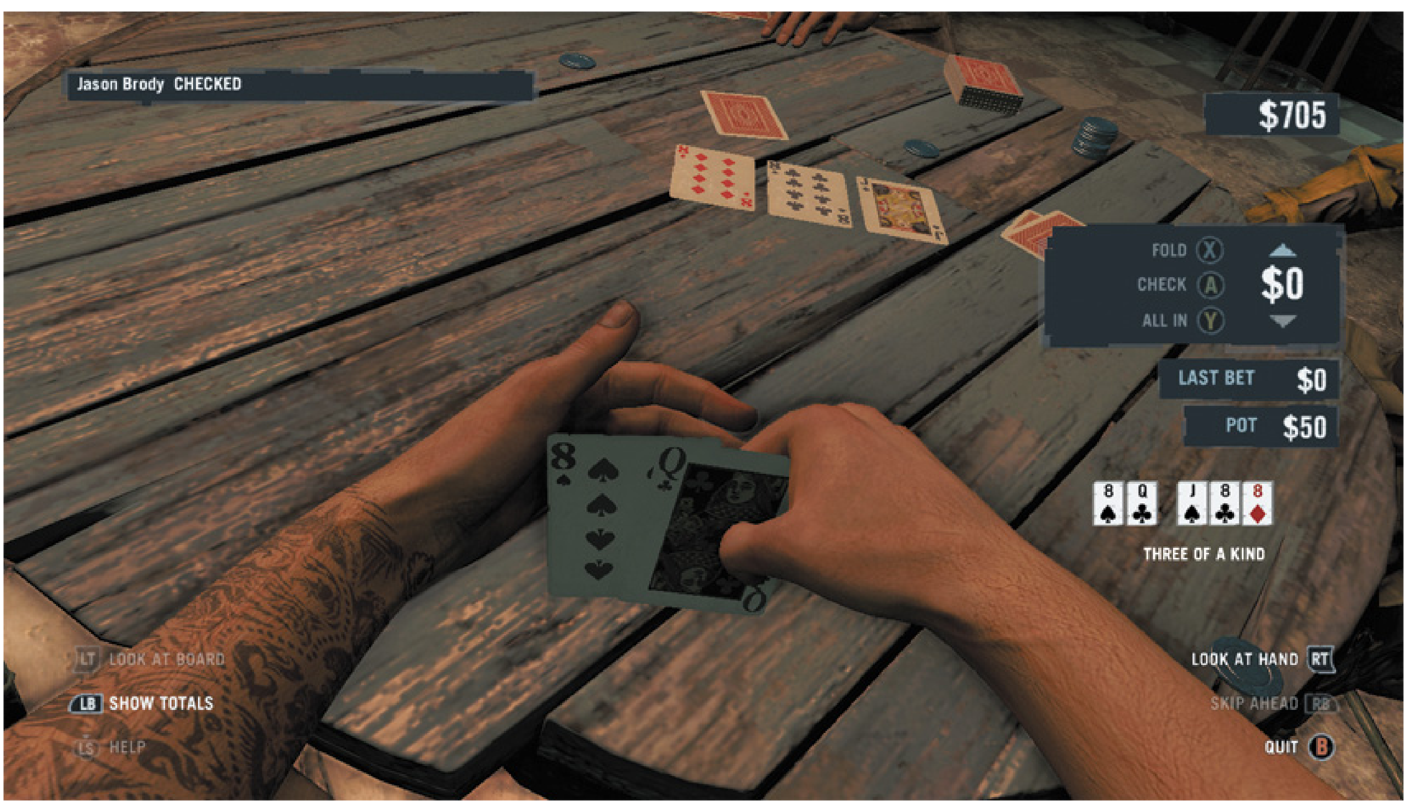


Side Missions

Father’s Burden

Unlock: Liberate the Harmanse Gas & Repair outpost.


POKER
Beat Opponent Score
CHOOSE A WAGER!
$0 Practice
$500 Novice
$1000 Skilled
$2000 Expert
A !ABBRECHEN!
B AKZEPTIEREN


Jason Brody CHECKED
$705
FOLD X
CHECK A
ALL IN Y
$0
LAST BET $0
POT $50
THREE OF A KIND
LT LOOK AT BOARD
LB SHOW TOTALS
LS HELP
LOOK AT HAND RT
SKIP AHEAD
QUIT B

Takedown
6
3M

In Thurston Town, Seto hires you to retrieve three of his family heirlooms.

The first, his mother’s necklace, is in the possession of a gambler who’s recently lost $300 to three poker sharks inside the Crazy Cock. Enter the bar and play poker with them until you win back his stash. They favor a higher-stakes game than the poker games everywhere else on the island; the “novice” game has a $500 buy-in (!). In order to win back the gambler’s money, you have to force the other three players to bust out and leave the table, which isn’t as hard as it sounds. Return to the gambler for the Necklace. You also get to keep the money you just won.

Hold breath
Zoom
6
50M

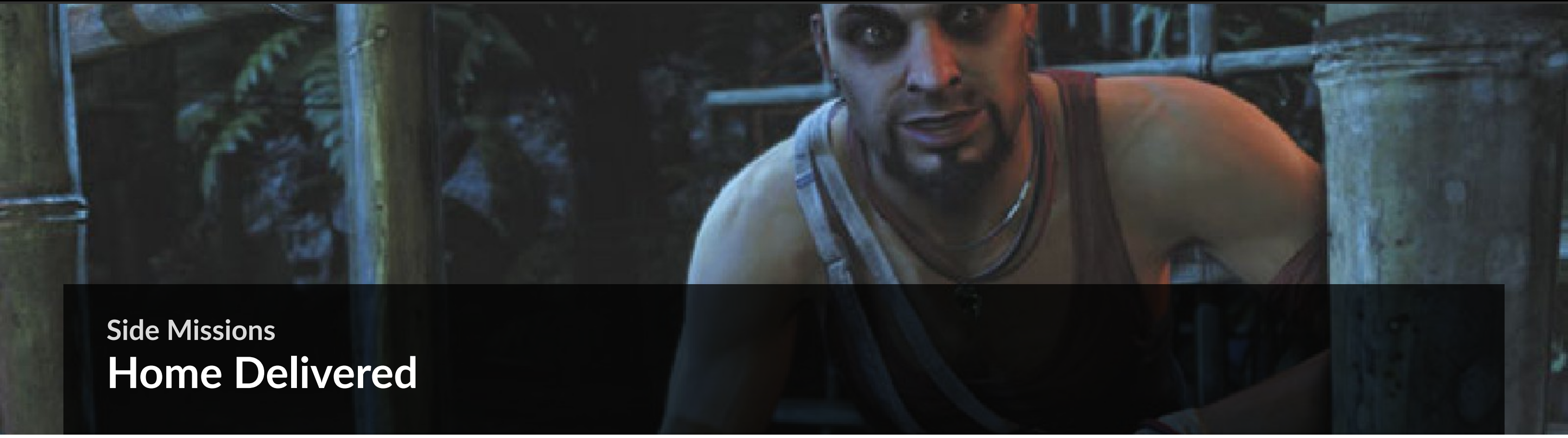
The drunken privateer is in an alley just far enough outside Thurston Town that you’ll be able to attack him. Kill him and loot his corpse for the Watch; Seto did say that it was theoretically possible to just grab the Watch off the guy after he passed out, but that’s not a Jason Brody plan. Remember, if homicide isn’t the answer, Jason did not understand the question.

The third privateer is having a meeting in a field nearby, with three buddies and their pet dog. Kill them all and loot the target’s body for the Rosewood Knife.

YOU WON!
A !CONTINUE!

You have busted the other player and won back the gambler’s money.

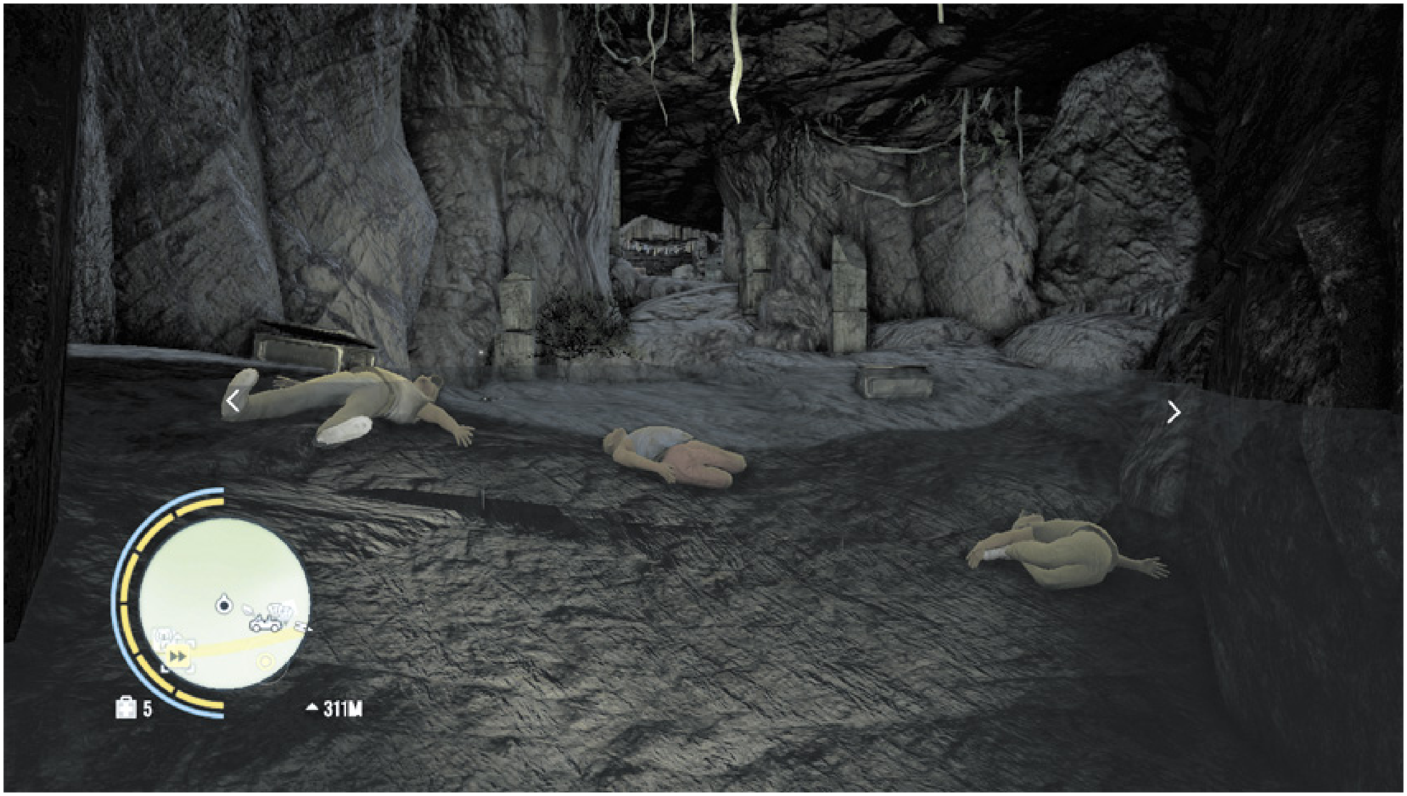
Return the three items to Seto. In addition to the usual monetary reward, this also unlocks the Handbook entry for the Astrid Incident, which involves four familiar-looking people.



Side Missions

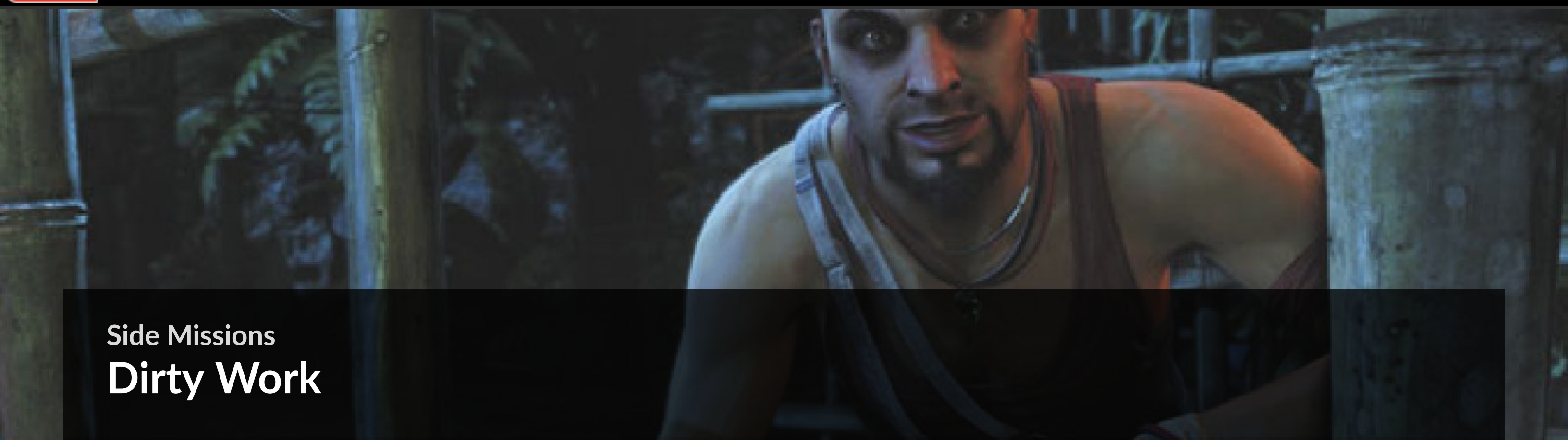
Home Delivered

Unlock: Liberate the Bridge Control outpost.



There's a guy, Steven, outside the poker game on the island west of Bridge Control who'd like you to look into his buddies' disappearance. The "sacred pool" he mentions is 160 meters north, by the side of the river.

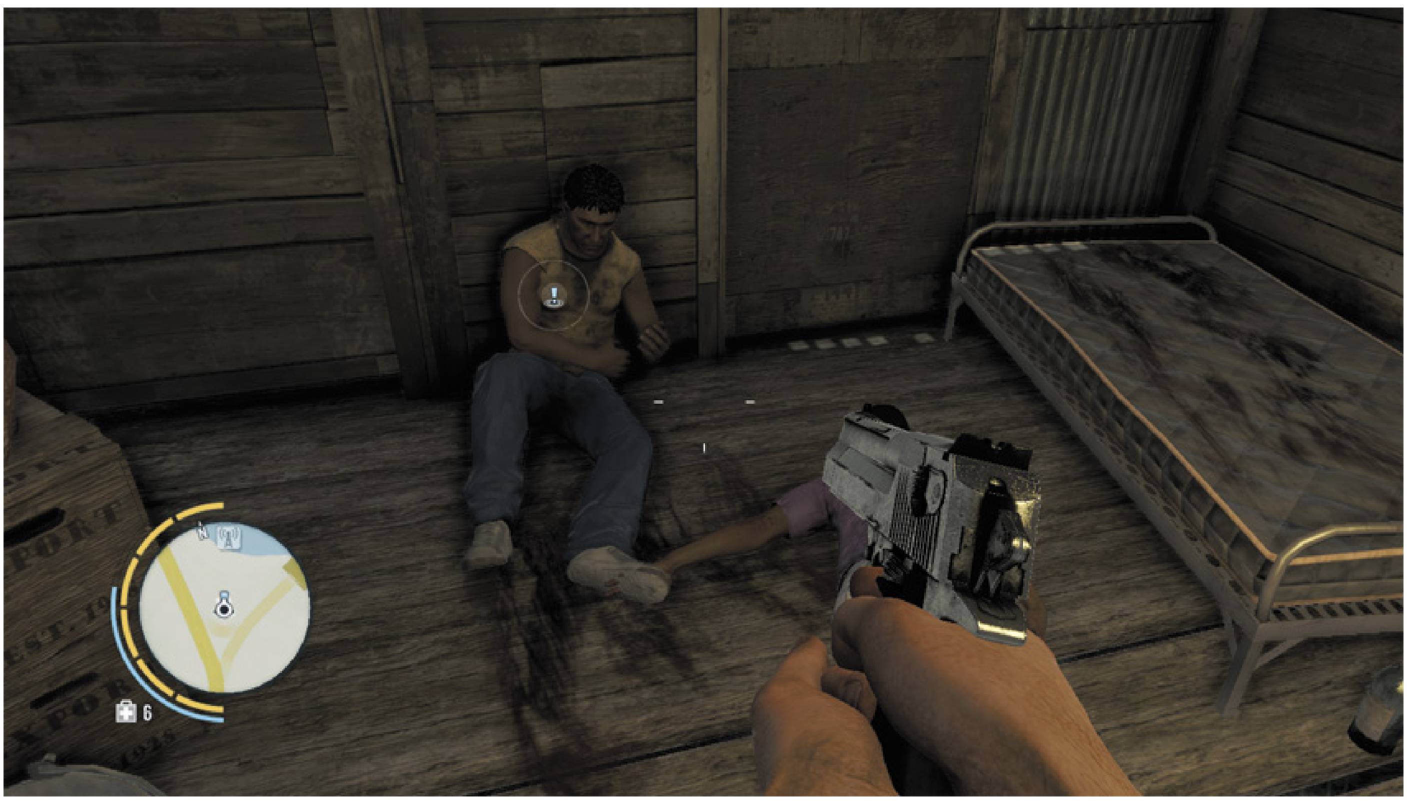
Inside, take a quick swim to find the bodies of the villagers (and, nearby, a Relic). On your way back outside, watch out for a crocodile that's waiting in ambush. Shoot it, then return to Steven.



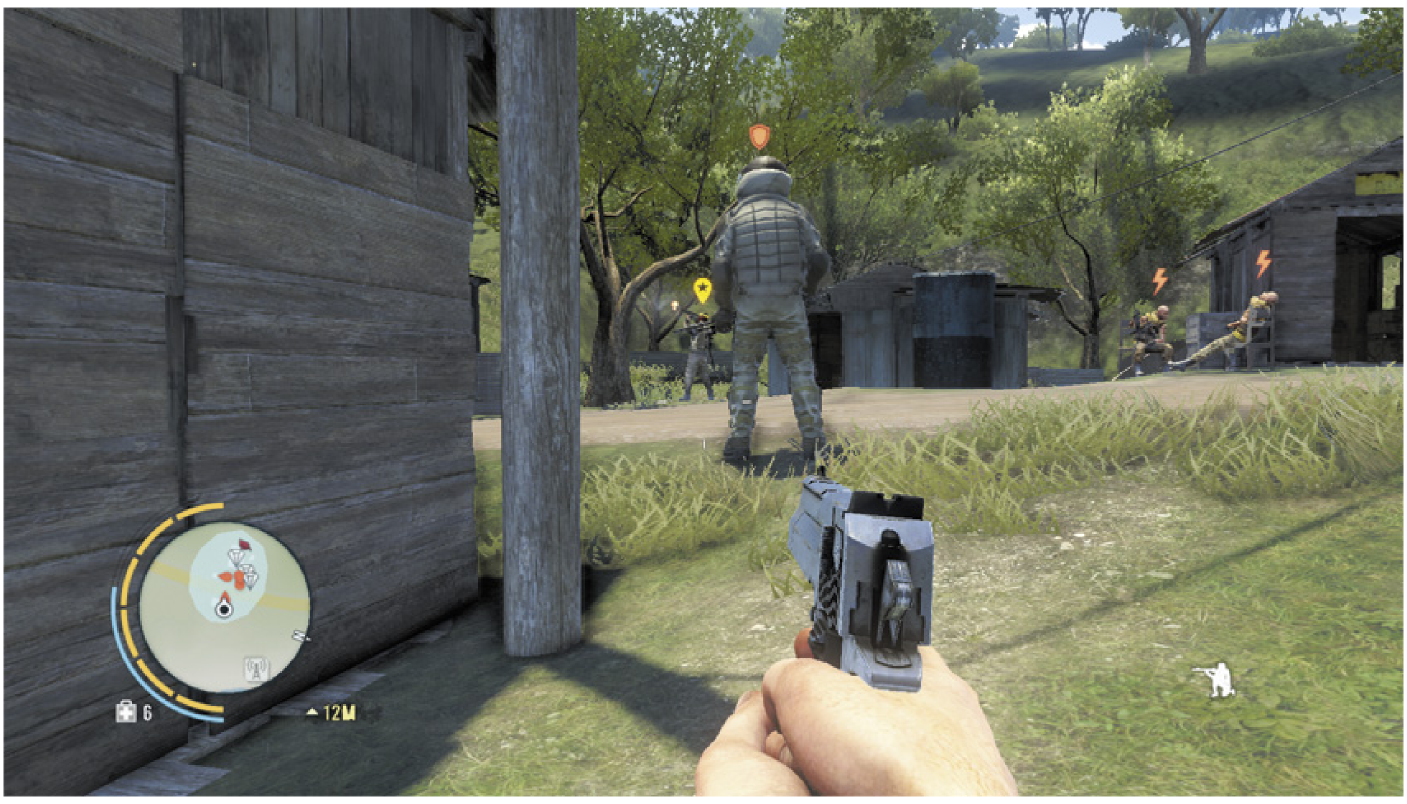
Side Missions

Dirty Work

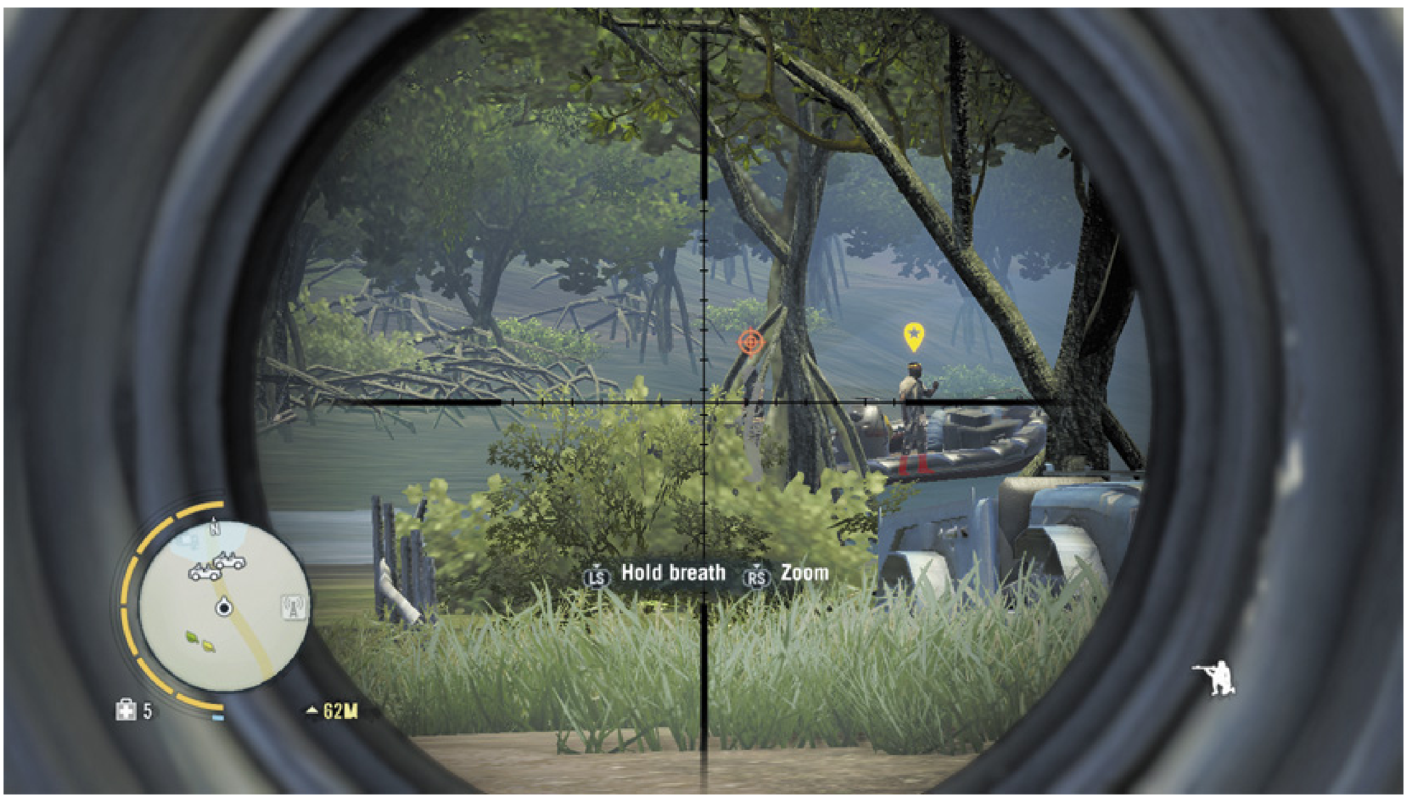
Unlock: Liberate the Longshore View outpost.



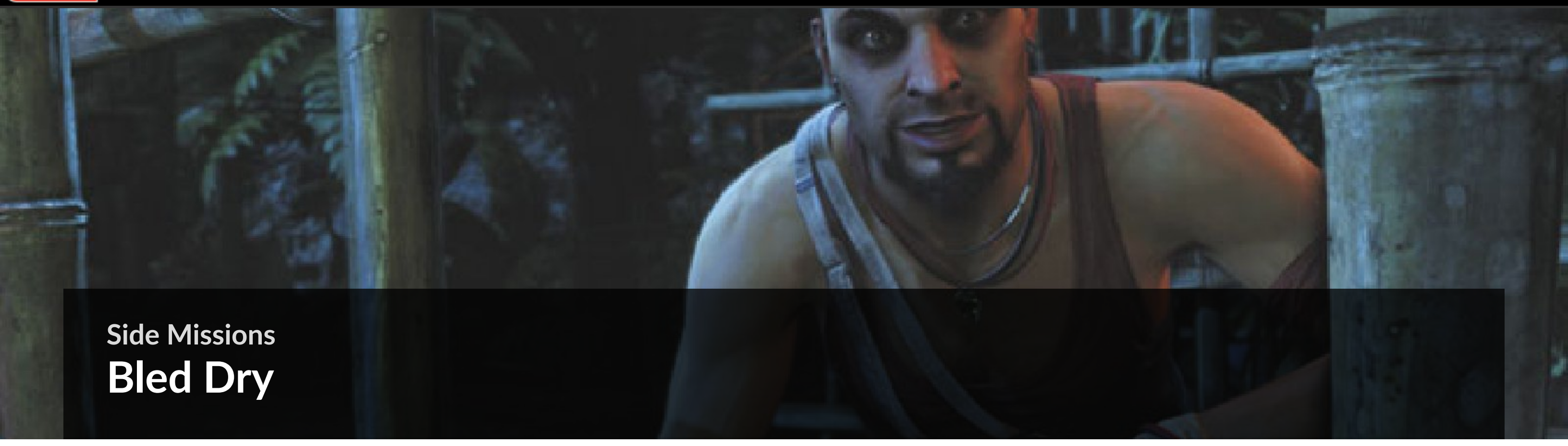
Speak to Joseph, the wounded man inside the shack. This is a straightforward assassination mission against a group of Hoyt's privateers, and the first target is 150 meters northwest of the quest giver. He's firing a gun into the air for some reason, and is accompanied by two chargers and a heavy.



With him dead, proceed 400 meters north to the second target. He's on an inflatable boat just offshore, with two normal soldiers and a sniper covering the road. It's easy to sneak around them to the east, stab the sniper, and use a Chain Takedown to deal with the two guys in the road. After that, take out your target.



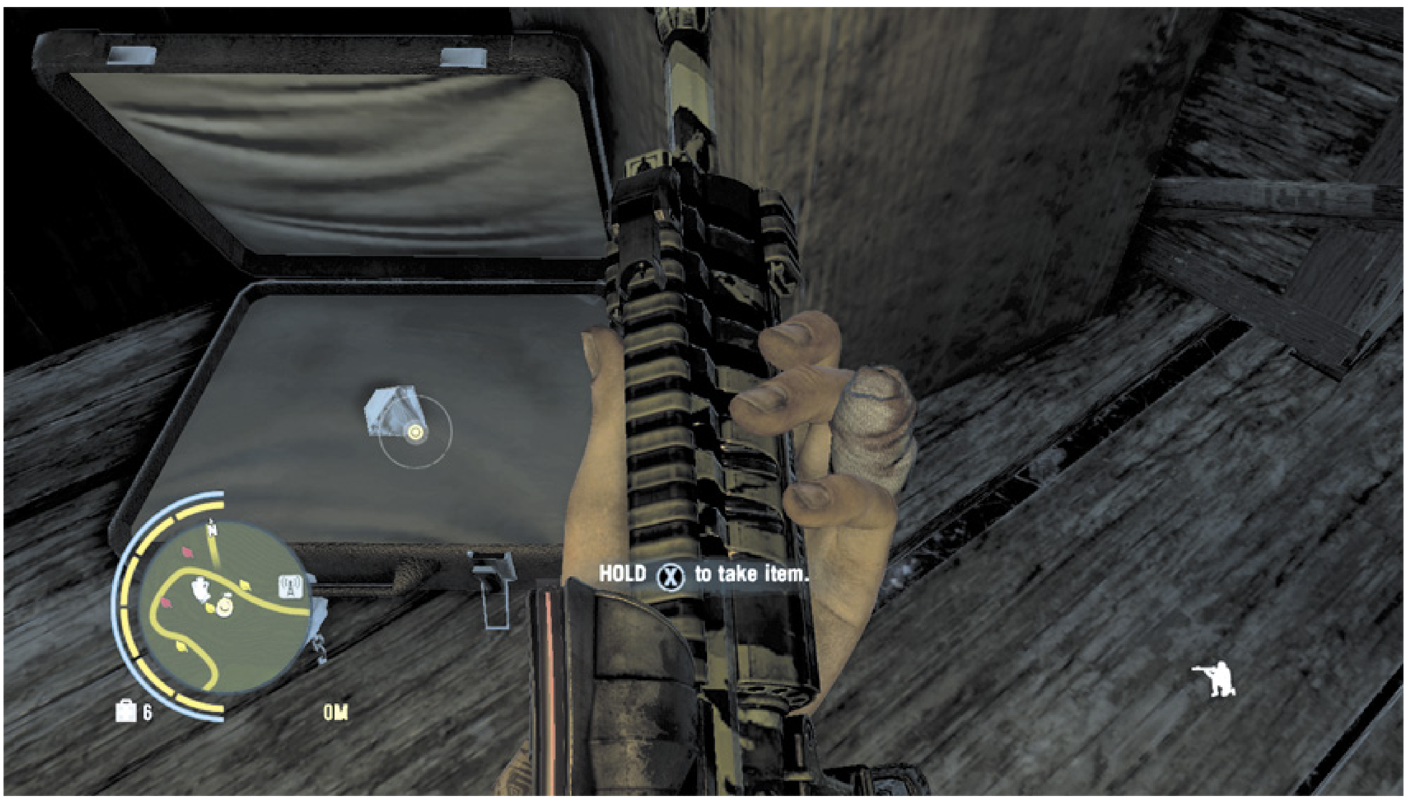
The final of the three privateers is on the small island east of the Bridge Control outpost. Your target is on the north side of the island and most of his backup is scattered across the area to the south, so you can sneak around the shuttered house, shank him, and be back in the water before any of them realize you're there. Return to Joseph to finish the mission.

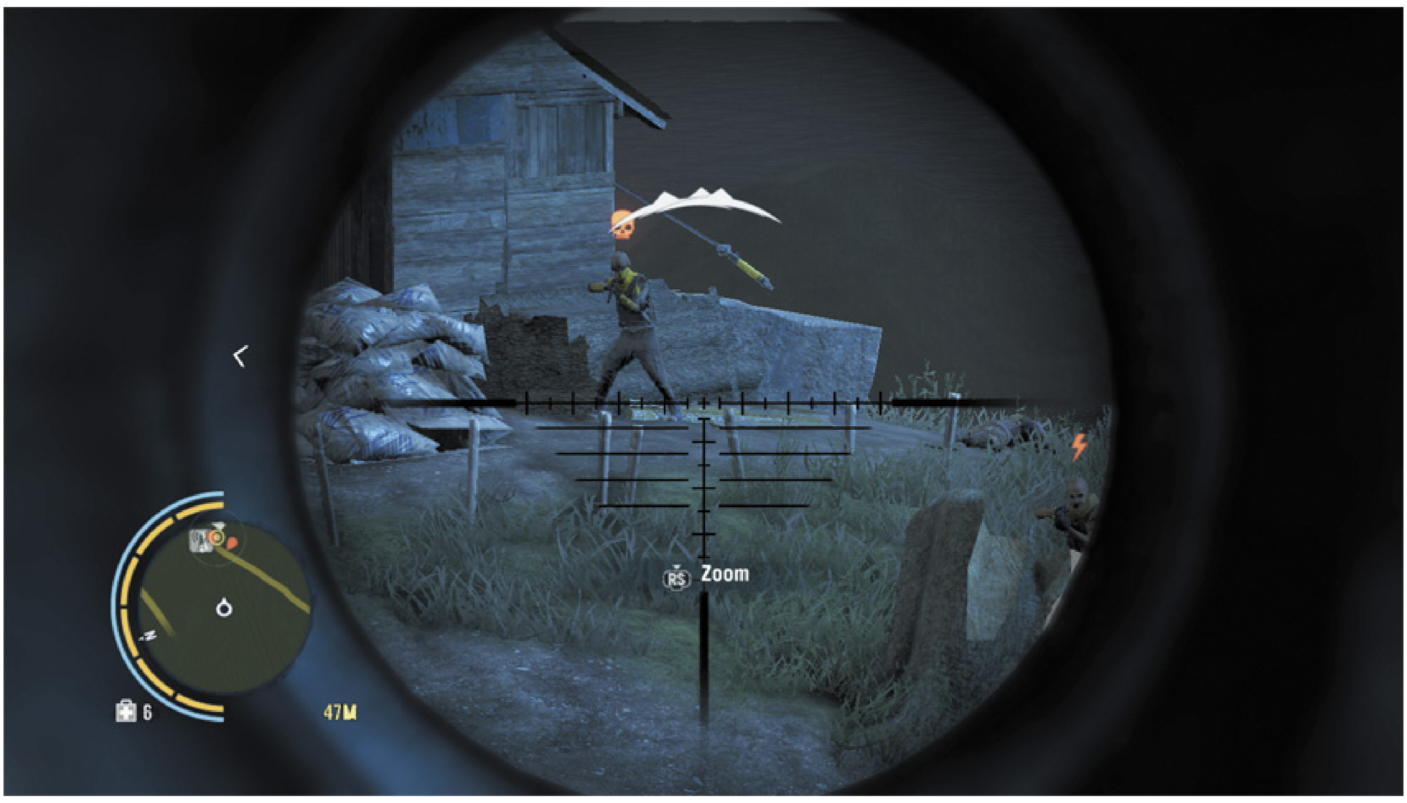


Side Missions

Bled Dry

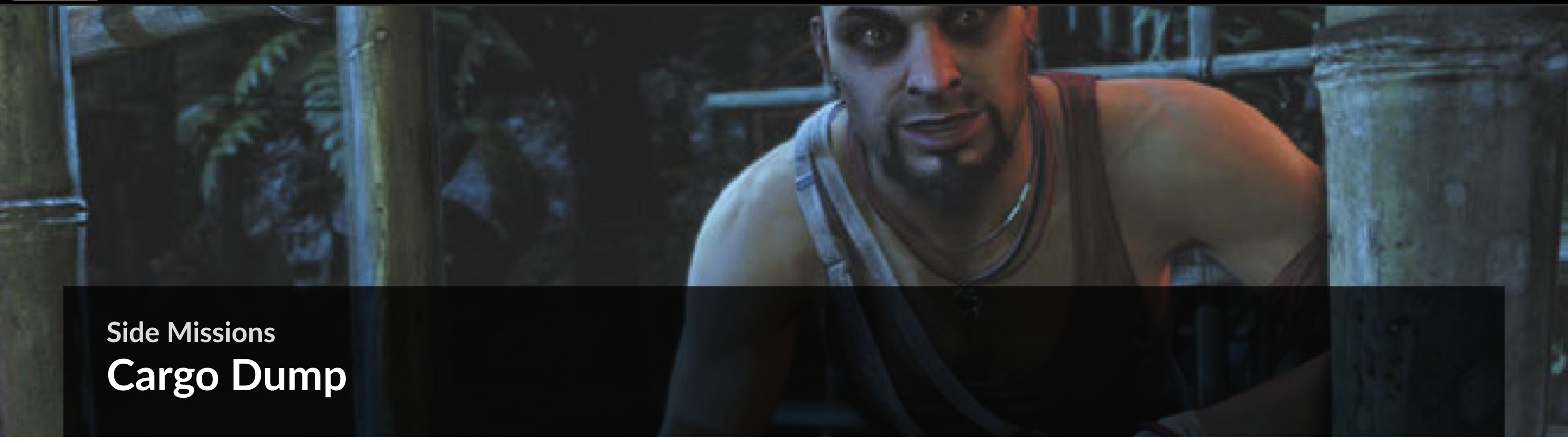
Unlock: Liberate the North Krige Crest outpost.





Nina in Gaztown needs some privateers' blood diamonds to buy passage back home to Samoa. This will involve going to several camps of privateers, most likely murdering them, and taking their diamonds, each of which can be found in an open carrying case. The first group is three riflemen; the second is three riflemen and a sniper.

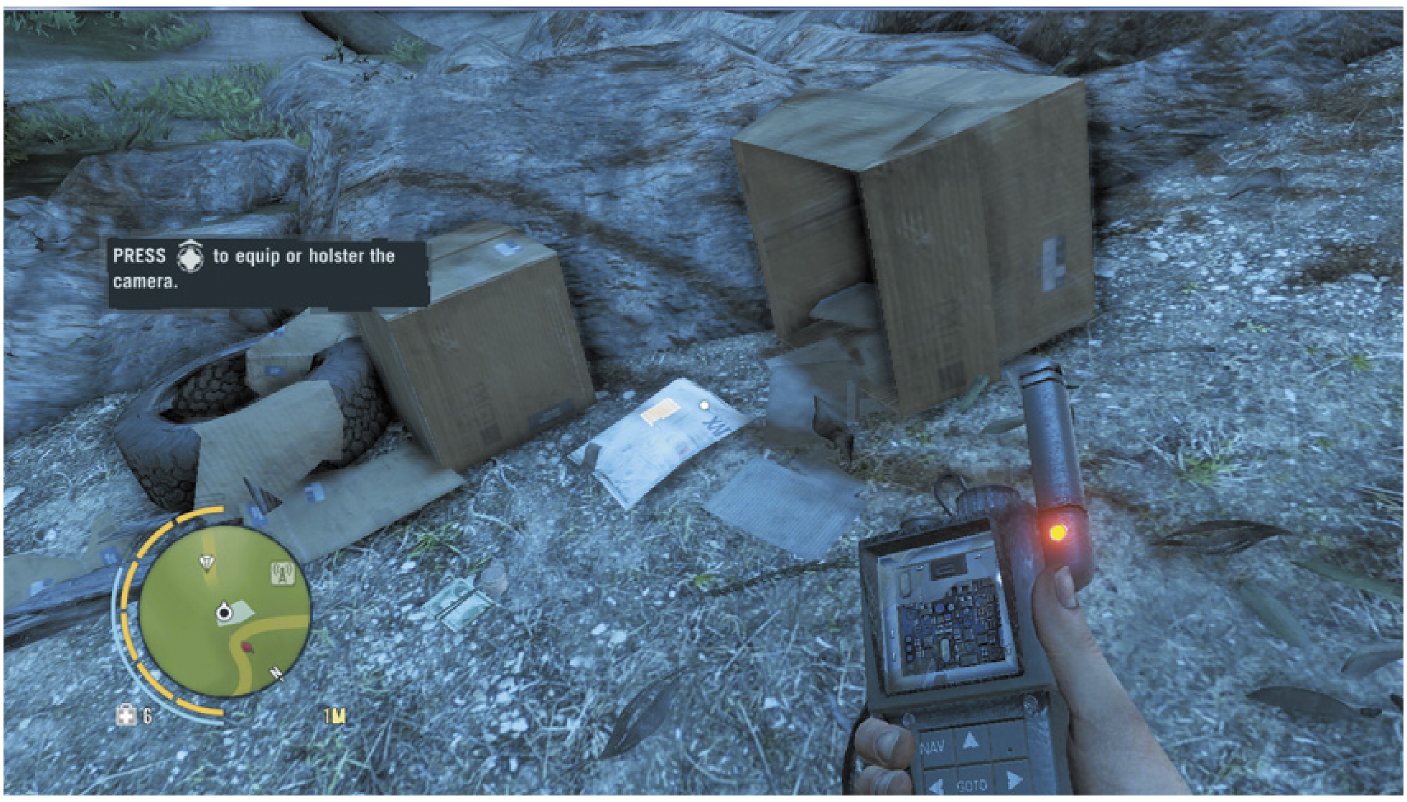
Deliver the diamonds to Nina and the other shoe promptly drops. Kill her husband, who makes the immediate mistake of turning his back on you, to complete the quest.



Side Missions

Cargo Dump

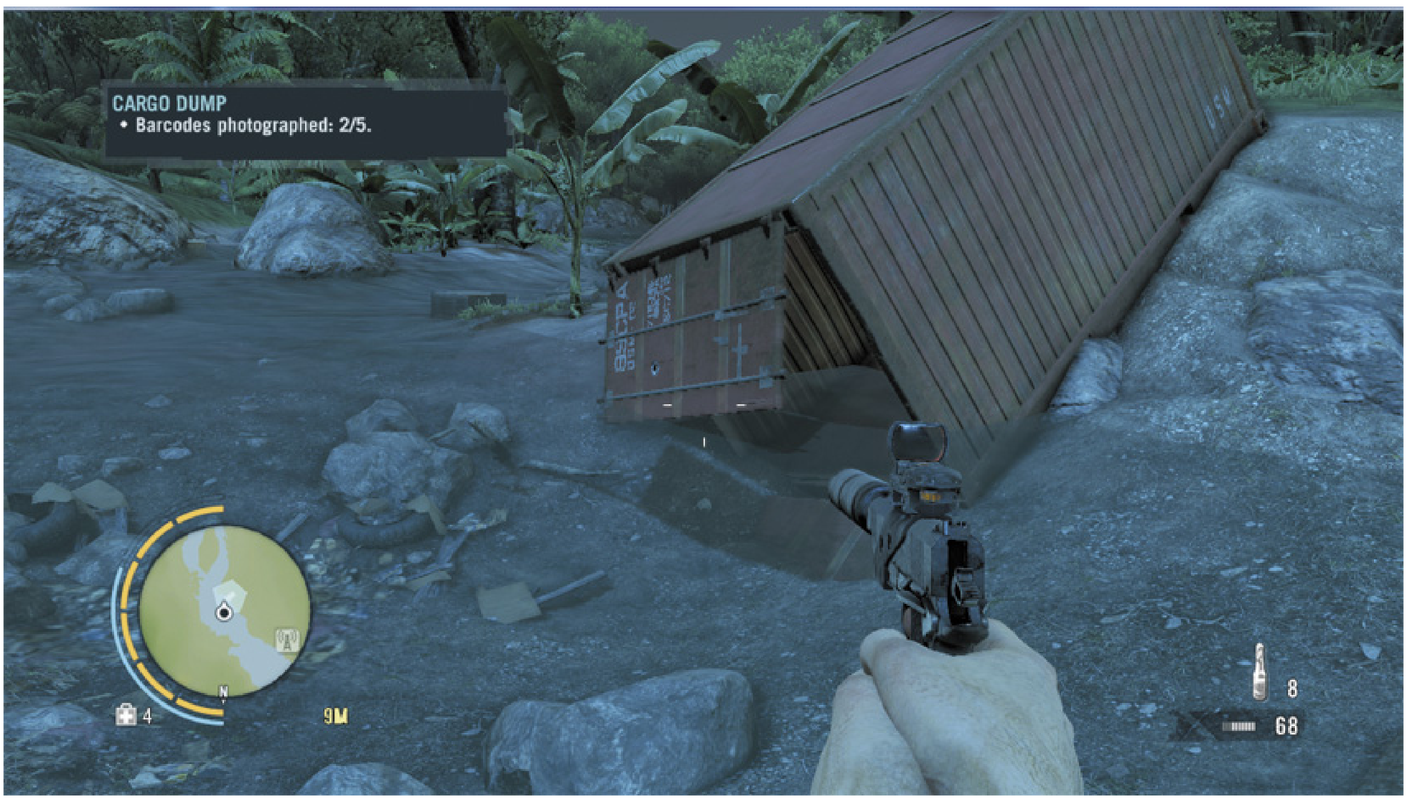
Unlock: Finish the “Kick the Hornet’s Nest” story mission.



PRESS ✥ to equip or holster the camera.

The “mystery man” who gives you the quest also gives you a scanner. It pings more rapidly when you’re getting closer to one of the packages he’s lost. To finish this quest, he needs you to find and photograph the barcodes on those five packages, which are liberally strewn across the nearby jungle.

You can comfortably expect a lot of encounters with animals while you’re tracking the packages, such as bears, snakes, and a crocodile that’s waiting in the river. The scanner’s pinging tends to drown out animal sounds like snakes hissing at you, so stay on your guard or bring a few Hunter’s Instinct syringes.



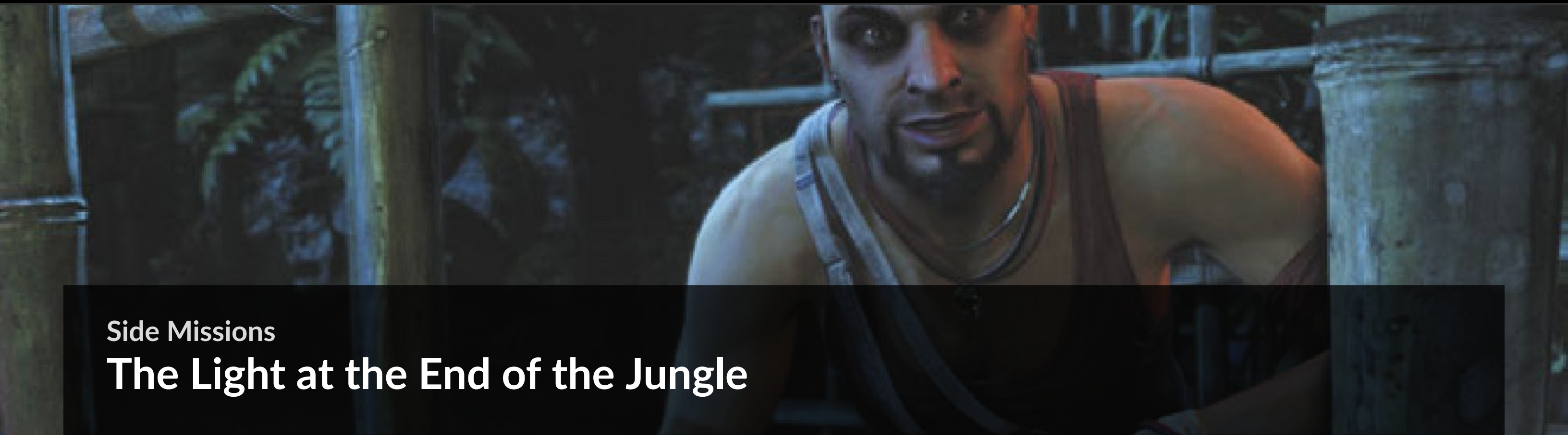
CARGO DUMP
- Barcodes photographed: 2/5.

The first package is at the base of a cliff and is easy to find; the second’s stuck in the fork of a tree. To get to the third, you have to stand on dry land somewhere near the shipping crate in the river and shoot the chain off its door, then swim over to it. There are a couple of crabs in the shipping crate, and if you haven’t already found one on a beach somewhere, you can kill a crab to unlock its entry in your Handbook.

The fourth is out in plain sight near a fork in the river, while the fifth is on a ledge behind the nearby waterfall.

To photograph the fifth barcode, you have to get down to the water from the cliffside above, then climb up some vines on the east side of the river, deal with a snake, jump across a gap, then carefully move across the cliffside to get to the ledge with the barcode.

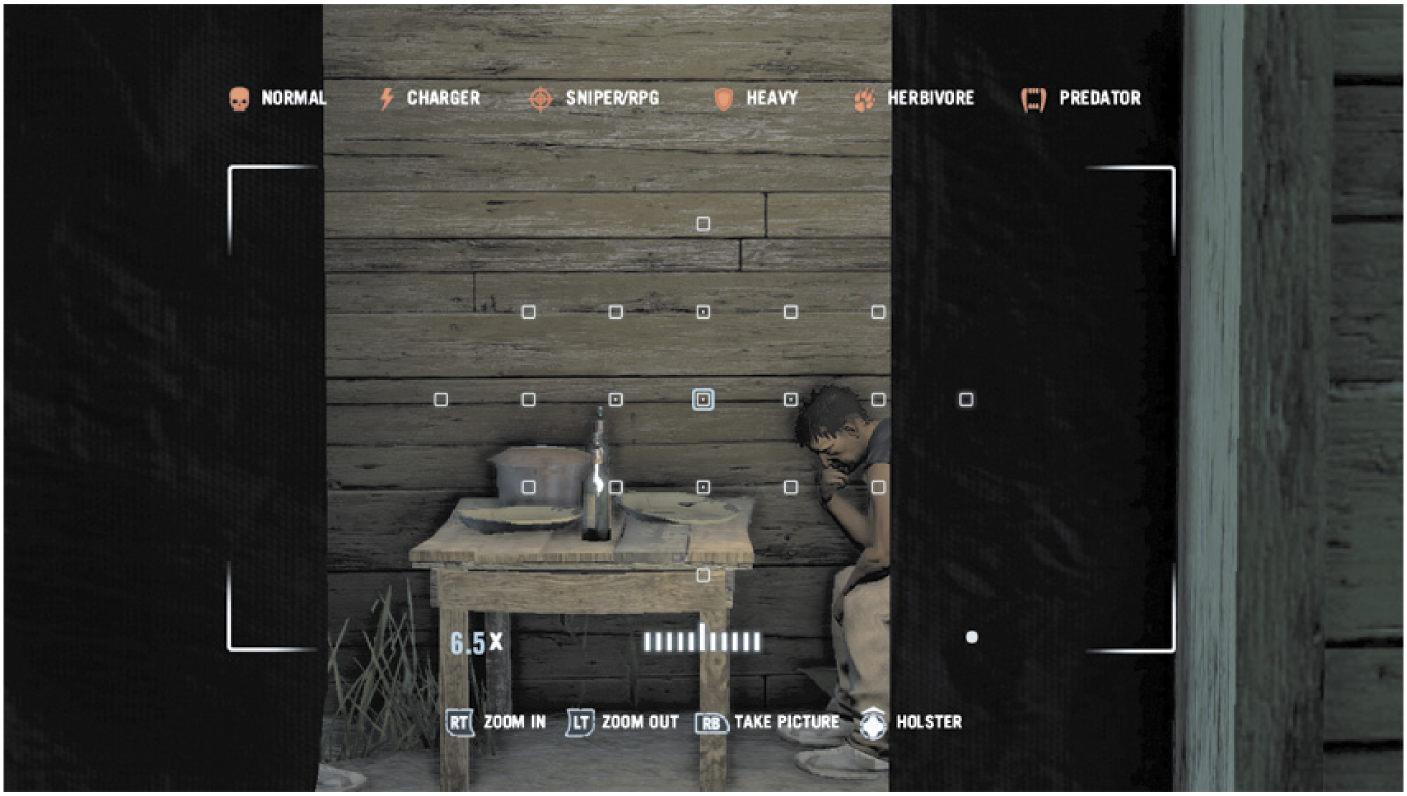
Weirdly, simply photographing the last barcode is enough to finish this mission. You don’t have to return to the mystery man.



Side Missions

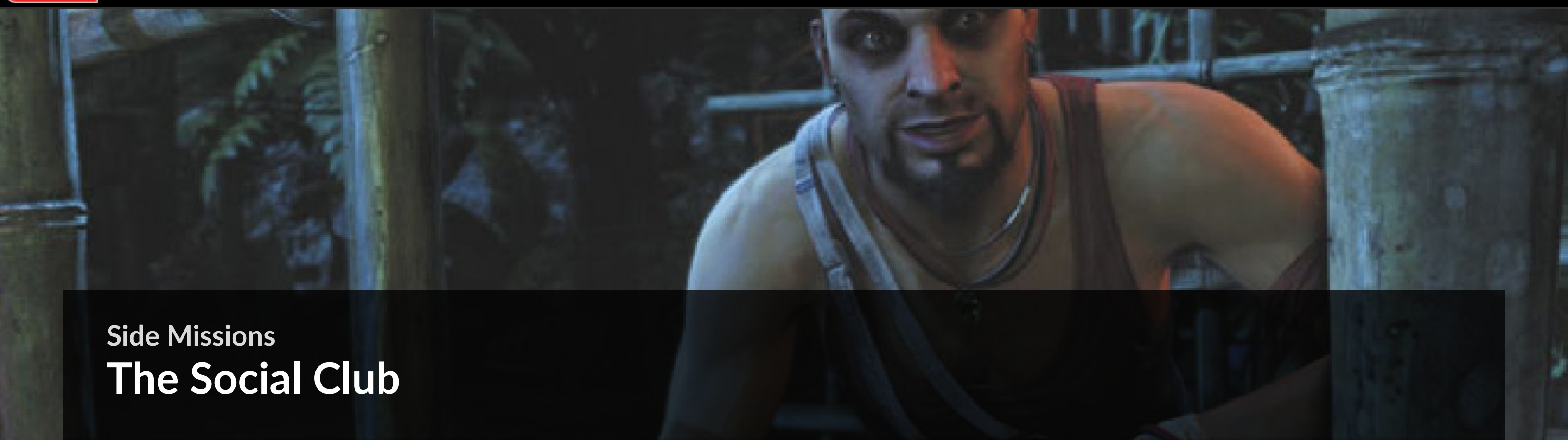
The Light at the End of the Jungle

Unlock: Liberate the Cradle View outpost.


NORMAL
CHARGER
SNIPER/RPG
HEAVY
HERBIVORE
PREDATOR
6.5X
RT ZOOM IN
LT ZOOM OUT
RB TAKE PICTURE
HOLSTER

Rebecca asks you to play private detective on her behalf. Her husband David is apparently seeing someone else, and she wants to know who and why.

David is having a meeting in a building on the other side of their small village. Sneak up to the window of the building to overhear his conversation. Whether you tell Rebecca what he's up to or give David the chance to come clean on his own, this mission is over.



Side Missions

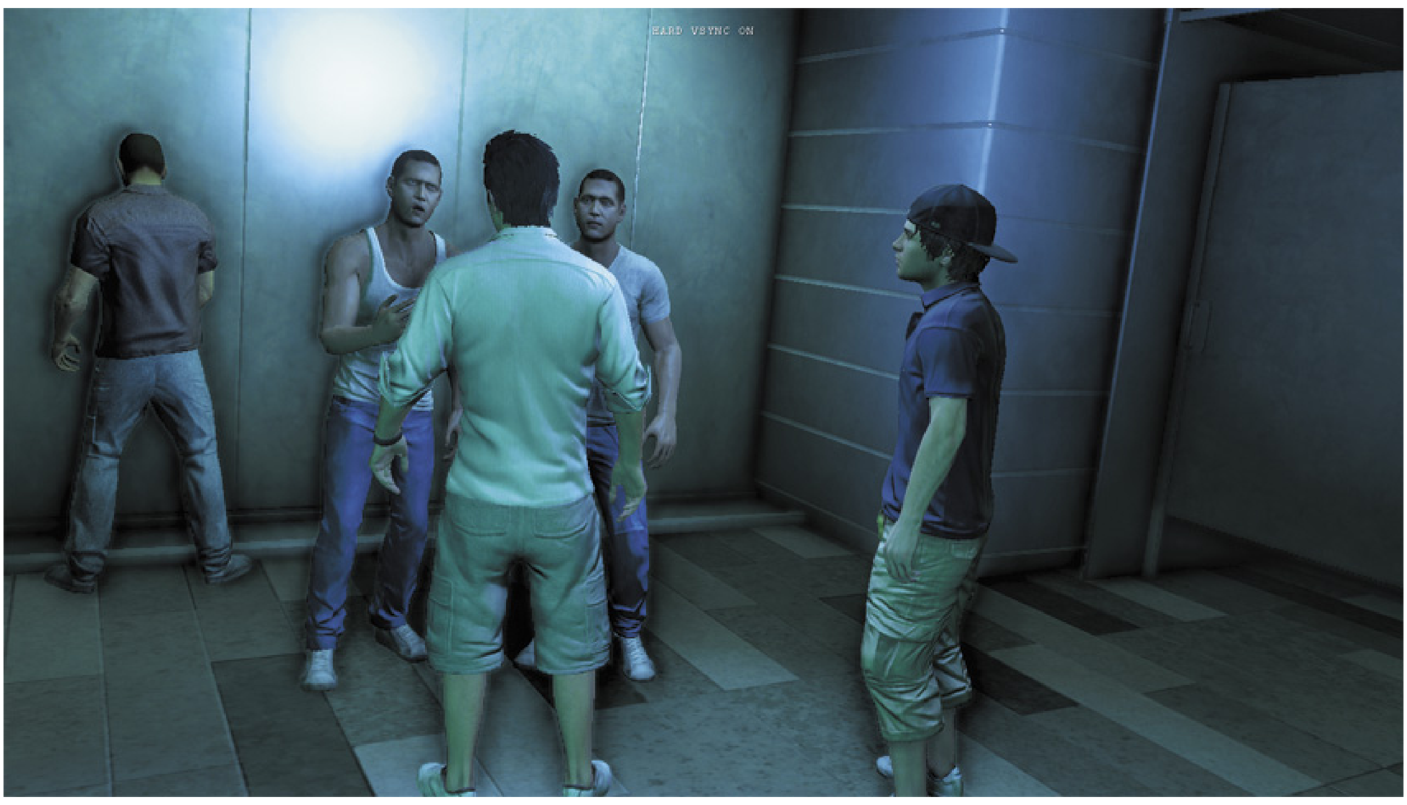
The Social Club

Unlock: Finish the "Saving Oliver" story mission.

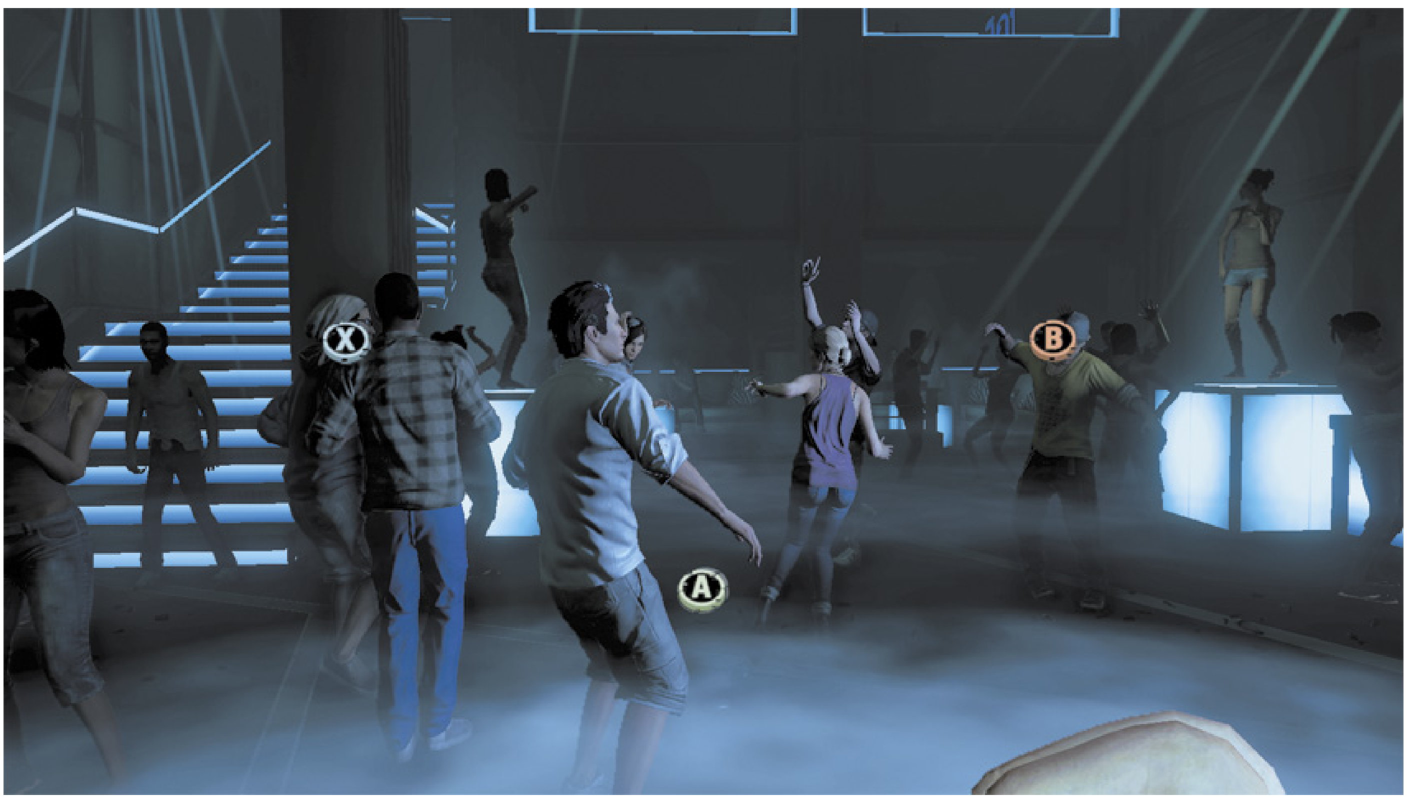
"The Social Club" is not a normal type of mission. It has no rewards, and it doesn't count as a mission for purposes of the log screen in your Handbook, but it does shed some light on what Jason and his friends were doing before they decided to come to Rook Island.

After you return with Oliver to the cave under Dr. Earnhardt's mansion, you can find a dish of Earnhardt's red pills in the food cache by Daisy's boat, with a sign that says "Eat Me" underneath them. Taking one of these pills triggers a flashback to when Jason and his friends were partying in Bangkok.

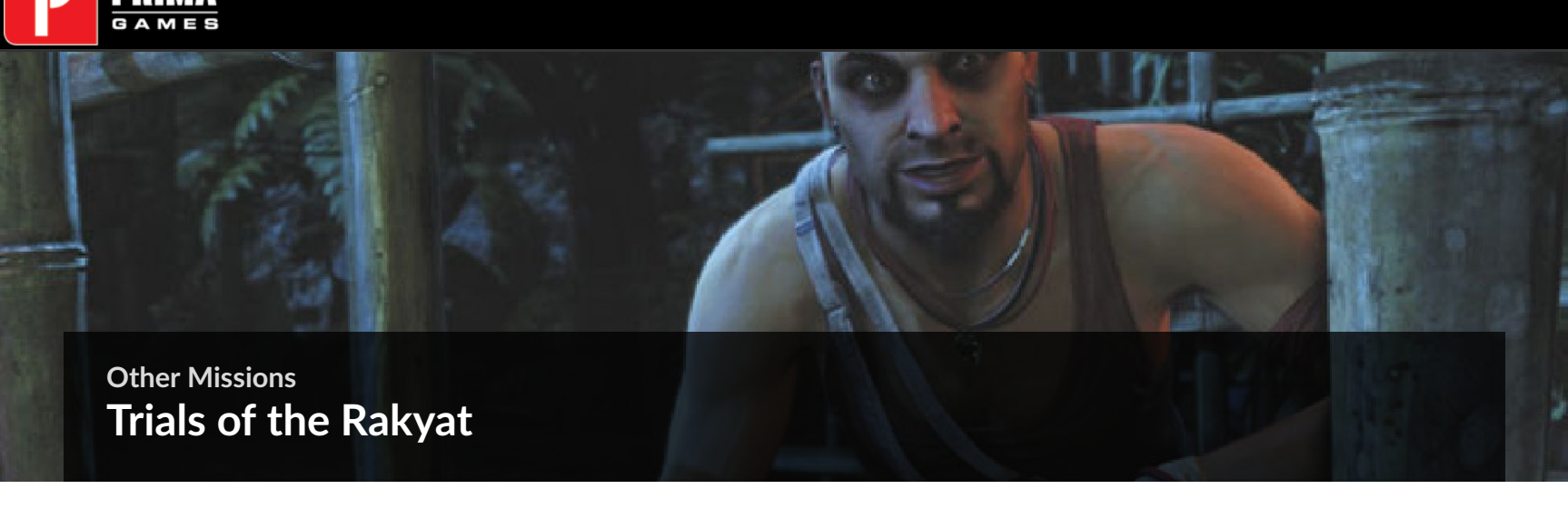
After you take the first pill, go up to the bar and order some drinks. Jason wakes up in the cave shortly thereafter, but you can take another pill to reenter the flashback.



Should you do so, explore the club in search of Riley and Keith. From the bar, go downstairs to the dance floor. If you're facing the DJ, the restrooms are in the back right corner of the room, and that's where you'll find Riley. That uses up the pills for now.

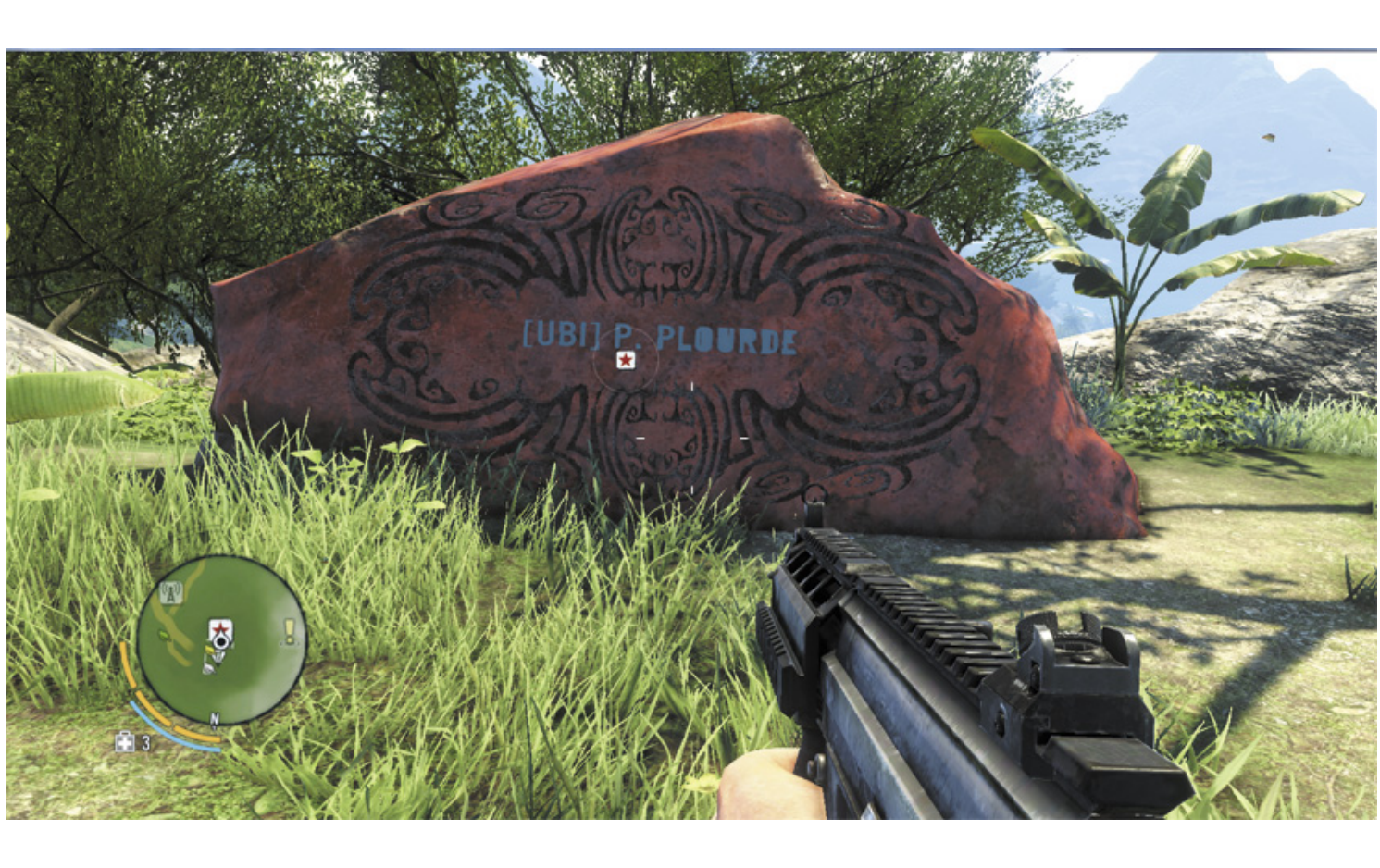


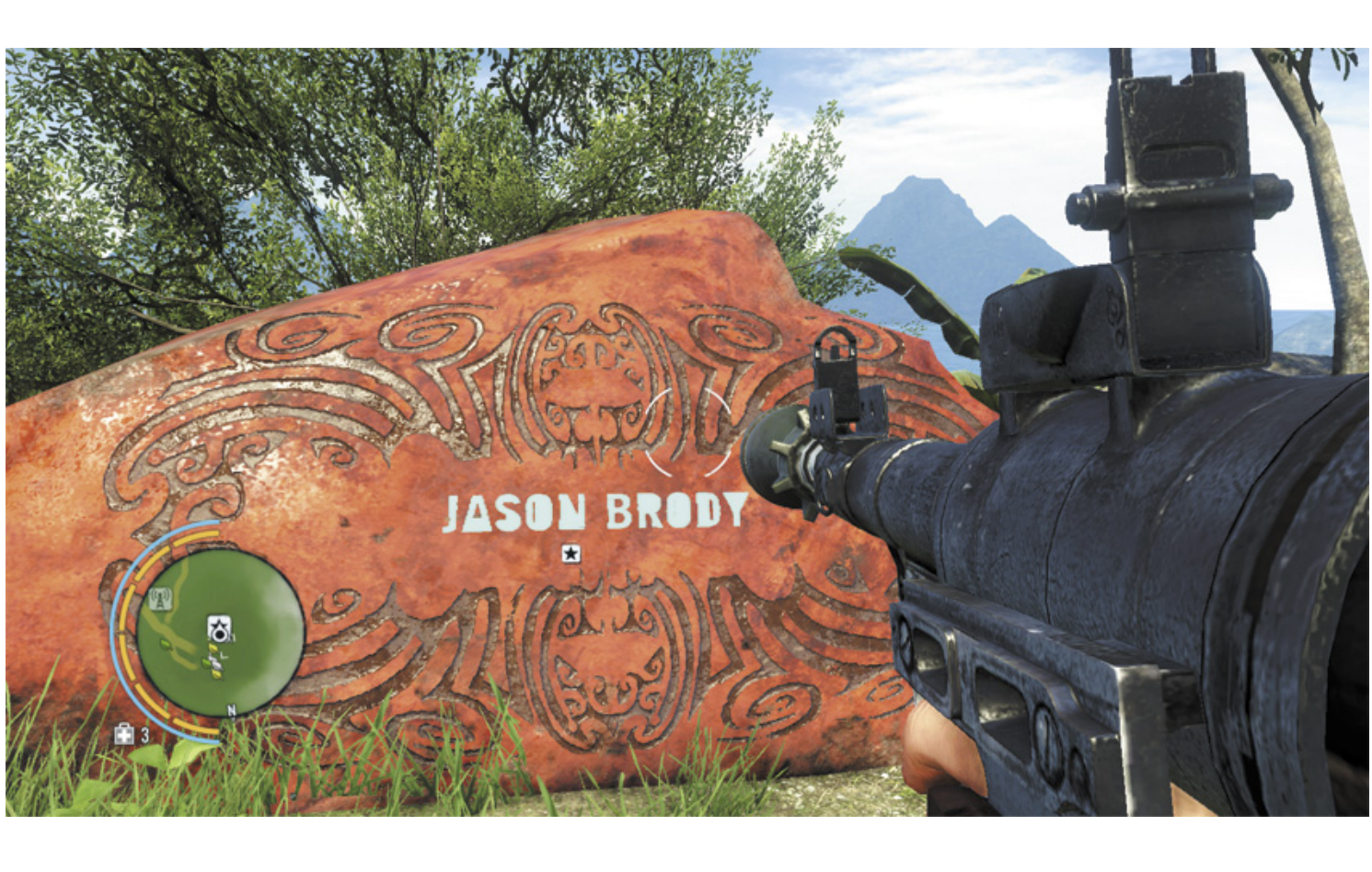
Returning to the cave with Keith also replenishes the red pills. Take one and you'll be returned to the club right in time to put your weight on it. After you've had a chance to dance for a bit, there'll be a short fight on the dance floor. Block the first punch and retaliate by pushing the button prompts onscreen, and you'll get rushed out of the club. At that point, someone will suggest you go skydiving at this place called Rook Island, and we all know how that turned out.



Other Missions

Trials of the Rakyat



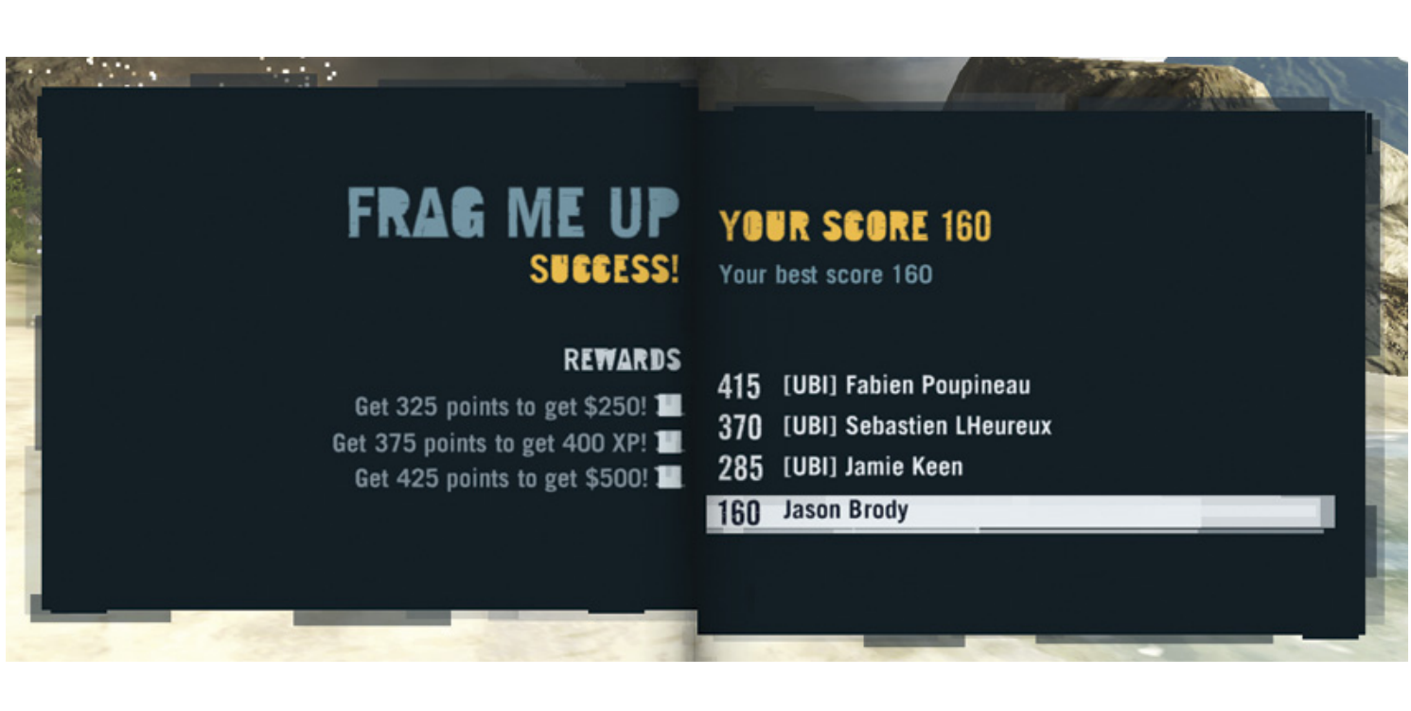


There are a number of ancient stone carvings throughout the island that are labeled on your map with a . Approach one and interact with it to begin one of the Trials of the Rakyat, a pure combat minigame. Your goal is to break the developers' high scores before the two-minute clock runs out. If you can get the first-place score, Jason's name replaces the developer's on the face of stone.

During a Trial of the Rakyat, you have infinite ammunition for the primary weapon(s) required by the Trial, as well as infinite Medical syringes, and every enemy in the Trial is outlined through cover as if you'd tagged them with your camera. If you have the Japanese Tanto equipped, you will also be using it during a Trial. Shoot the blue time barrels during a Trial to receive a ten-second bonus to the clock. As with story or side missions, attempting to leave the area during a Trial of the Rakyat is considered the same as abandoning it and will end the round early.

Your skills persist into a Trial of the Rakyat, which means it will be easier to get a high score on a given Trial if you've purchased the skills that specifically influence the weaponry or style of play involved in it. For example, Hide and Seek is a stealth mission, and you'll find it much easier to rack up the points if you've got Jungle Run, Ninja Step, and a couple of the more advanced styles of Takedown.

Once you've found the stone that starts a Trial, you can play through that Trial again from anywhere in the game world by selecting it from the map screen. An interesting side note here is that after the Trial, you'll reappear standing in front of that Trial's activation stone, which makes it useful as another method of fast-traveling to a distant location.

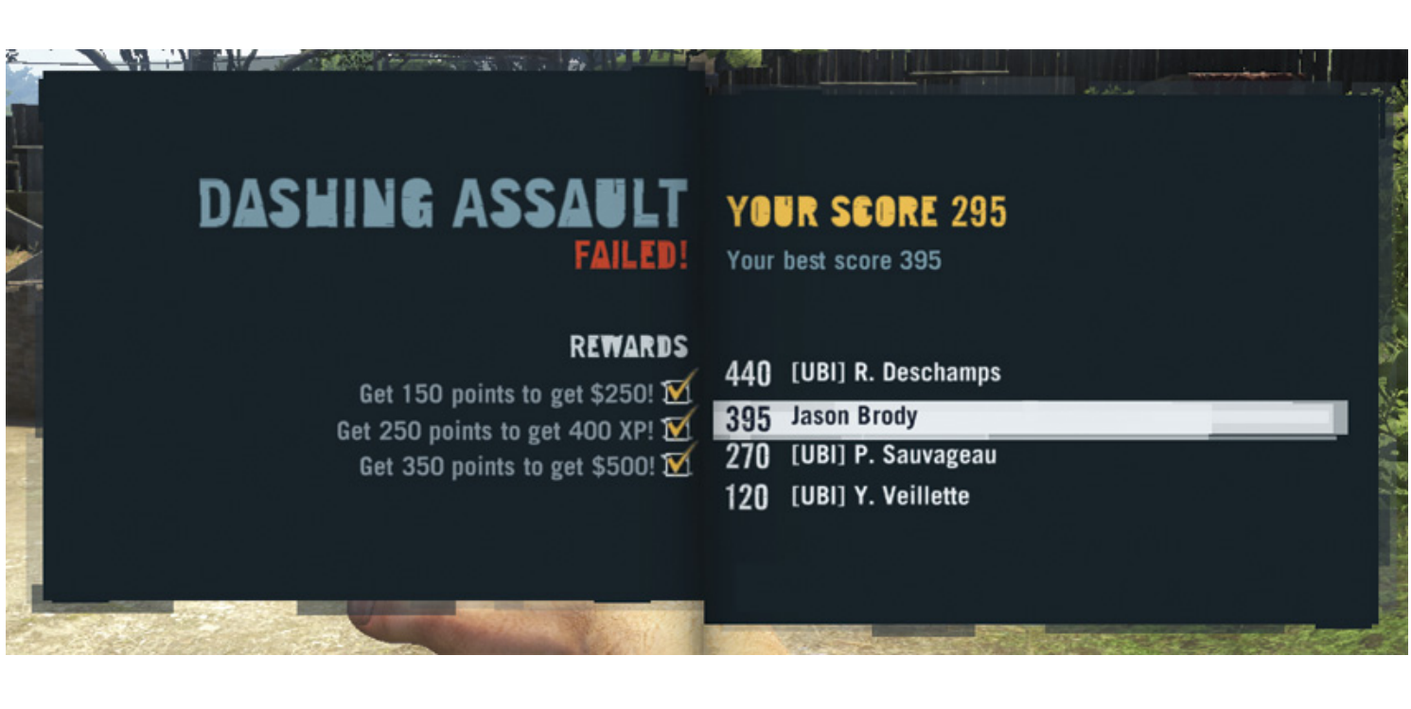


FRAG ME UP
SUCCESS!

REWARDS
Get 325 points to get $250! ☐
Get 375 points to get 400 XP! ☐
Get 425 points to get $500! ☐

YOUR SCORE 160
Your best score 160

415 [UBI] Fabien Poupineau
370 [UBI] Sebastien LHeureux
285 [UBI] Jamie Keen
160 Jason Brody



DASHING ASSAULT
FAILED!

REWARDS
Get 150 points to get $250! ☑
Get 250 points to get 400 XP! ☑
Get 350 points to get $500! ☑

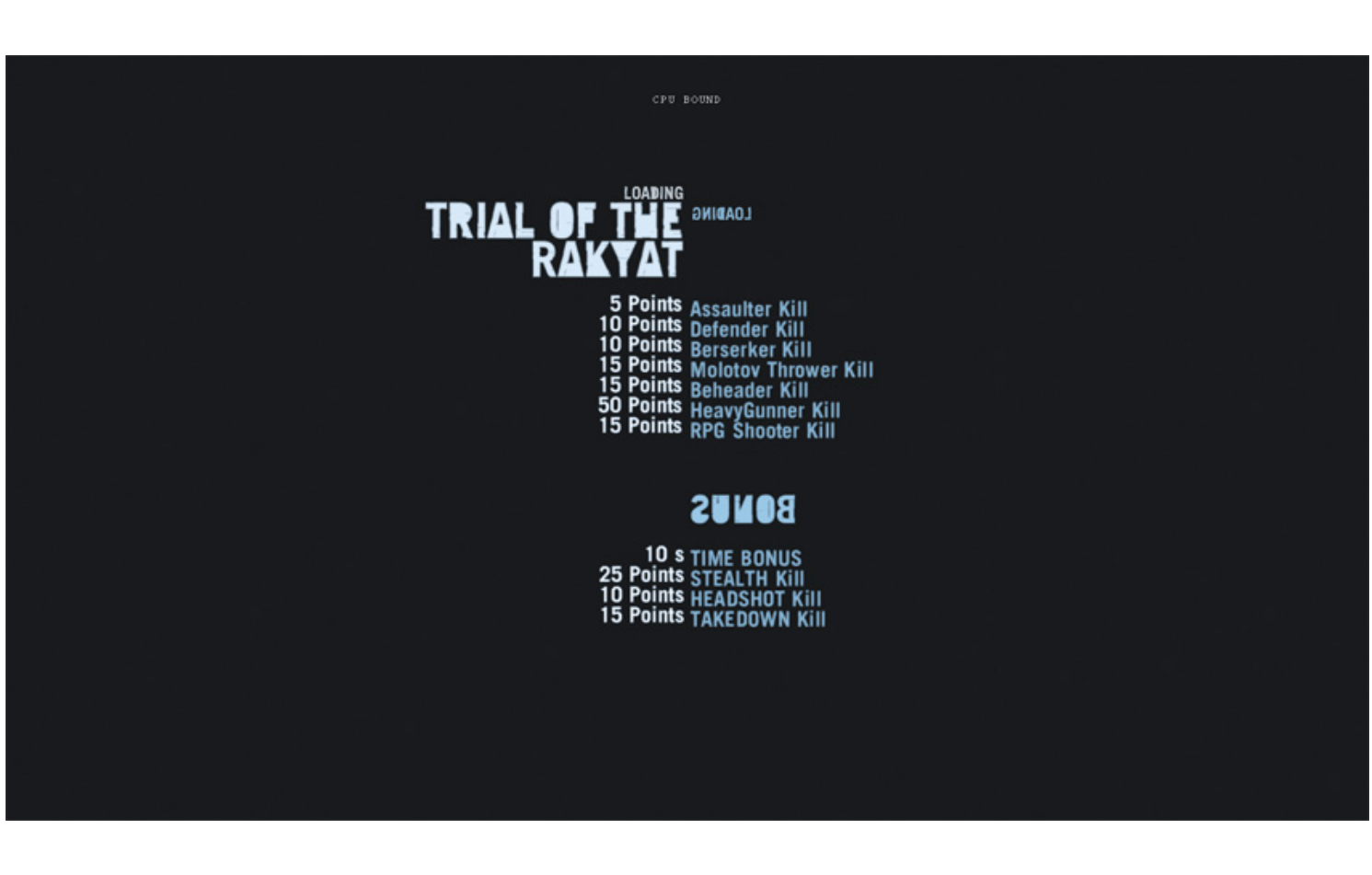
YOUR SCORE 295
Your best score 395

440 [UBI] R. Deschamps
395 Jason Brody
270 [UBI] P. Sauvageau
120 [UBI] Y. Veillette

Each Trial has its own particular goals. If you score above a certain minimum threshold, you receive a $250 bonus. If you get past a second goal, you get 400 EXP, and for a high score, you get $500. These bonuses stack, and are independent of your place on the high score table.

Trials of the Rakyat use a slightly different naming scheme for their enemy lineup than the main game does. Assaulters and defenders are standard riflemen, with defenders more inclined to use cover or drive vehicles. A berserker is a shotgun-wielding charger, whereas a beheader is a charger with a knife. Molotov throwers are self-explanatory, as are RPG shooters and heavy gunners.

Tip Box: Scoring



TRIAL OF THE RAKYAT

5 Points Assaulter Kill
10 Points Defender Kill
10 Points Berserker Kill
15 Points Molotov Thrower Kill
15 Points Beheader Kill
50 Points HeavyGunner Kill
15 Points RPG Shooter Kill

BONUS

10 s TIME BONUS
25 Points STEALTH Kill
10 Points HEADSHOT Kill
15 Points TAKEDOWN Kill

Kills

Assaulter Kill: 5 points

Berserker Kill: 10 points

Defender Kill: 10 points

Beheader Kill: 15 points

Molotov Thrower Kill: 15 points

RPG Shooter Kill: 15 points

Heavy Gunner Kill: 50 points

Bonuses

Headshot: 10 points

Takedown: 15 points

Stealth Kill: 25 points

Tip

It's fun to blow up vehicles, but you only receive points from enemy soldiers in a Trial of the Rakyat. Don't get sidetracked by causing explosions.

Dashing Assault

- 150 points: $250
- 250 points: 400 EXP
- 350 points: $500

00:17
200 /395

This is a fight through a logging camp with a standard-issue STG-90 and grenades. There are a lot of time barrels scattered throughout the map, so exploring a bit and getting their locations down is a necessity before you can seriously start racking up the points. After about 90 seconds, heavy gunners begin to spawn and will continue to do so until the end of the Trial. It's thus important to stay alive until they do, and to use your grenades to take them down.

Hide and Seek

- 175 points: $250
- 250 points: 400 EXP
- 325 points: $500

00:48
140 /215
Hold Breath
586M

You're given a silenced 6P9 and nothing else, which can be tricky early in the game. This is the easiest Trial of the Rakyat to find, given as how it's just north of Amanaki Village, but it's one of the harder ones to get a high score on because it really rewards stealth and having the advanced, multi-target Takedowns.

Jungle Run, Ninja Step, and Knife Throw Takedown are all very useful on this map. As a general rule, the secret to a high score is to remain unseen for as long as possible, using the 6P9 to blow up the time barrels and assassinating every pirate you can find.

Bone Crusher

- 150 points: $250
- 200 points: 400 EXP
- 250 points: $500

You start this Trial by getting bolted into a jeep. The only attack you've got is to ram into things with your vehicle.

It can be tricky to break the high score since you can't score Takedowns or stealth kills, so you just have to compensate with raw volume. There are a few time barrels in the middle of this map, along the main drag in the outpost, so be sure to cut through there and grab them.

Lord of Firepower

- 200 points: $250
- 300 points: 400 EXP
- 400 points: $500

00:60
165 /365
TAKEDOWN KILL
+15

You, eight Molotovs, and your LMG are put up against a large number of privateers on Hoyt's barge. It's close quarters and you're vastly outnumbered, which means you might get one Takedown before it's an open firefight. Try to hit more than one target with it.

Fortunately, there are a lot of privateers on the ship. Time barrels are a little hard to come by, but you're never short of targets.

Frag Me Up

- 200 points: $250
- 250 points: 400 EXP
- 300 points: $500

00:49
175 /160

They have jeeps and the occasional helicopter. You have a machete and an unlimited supply of grenades. Let the party begin.

You can score a Chain Takedown and a Knife Throw Takedown against the first three privateers, which gets you off to a good start. The new targets show up in jeeps, so watch out; they will try to run you down if they get the chance. In general, this is good practice for "cooking" grenades, as throwing one so it detonates in mid-air is your best shot at destroying helicopters.

Bull's Eye

- 150 points: $250
- 225 points: 400 EXP
- 300 points: $500

BOW HUNT: GOLDENTIGER
• Hunt the rare Golden Tiger with a bow (normal arrows).
00:48
28M

This is made a great deal easier if you've taken the Deep Breath skill. You're given a PKD sniper rifle with an infinite number of rounds in the chamber, so its high rate of fire and semi-automatic action both come in handy. The key to high scores on this map is, simply enough, scoring a series of consecutive headshots.

Don't be afraid to move around a little from your position, as there are a few time barrels that you can't see otherwise, either due to the foliage or the bridge. You should also do your best to take out enemies as quickly as possible, as otherwise the sheer spawn rate tends to bring you down. The pirates on this map are only using AK-47s, but if twenty guys are all hitting you with every fifth bullet, that still mounts up quickly.

Overheat

- 275 points: $250
- 350 points: 400 EXP
- 425 points: $500

01:26
40 /340
ASSAULTER KILL
+5

The Cool Gunner skill helps with this mission, but is by no means required. You're in a jeep's mounted gun turret and enemies can show up from all around you, including in gunboats and helicopters. Pay close attention to your on-screen targeting indicator, as it's your only real clue as to what direction the next wave's coming from.

The key to destroying a helicopter with a mounted gun is to aim at the cockpit. The helicopter itself can be blown out of the sky if you pour enough bullets into it, but it's much faster to shoot the pilot and co-pilot. At that point, it corkscrews out of the sky and will destroy whatever it happens to collide with or land on.

Point Blank

- 450 points: $250
- 550 points: 400 EXP
- 650 points: $500

00:04
485 /415

You're handed a SPAS-12 and put up against an infinite number of berserkers. As such, this is mostly about maximizing your kills while respecting the high reload time on the SPAS-12. There's usually only one berserker active at a time, so once you've destroyed the multiple time barrels in the area, try to hit each one with a clean headshot and reload between spawns. Weirdly, for a mission that involves a shotgun, this is primarily a test of your precision aiming. Berserkers spawn as fast as you knock them down, so a high score on this Trial is achieved by a long series of consecutive one-hit kills.

Furious Gun

- 250 points: $250
- 325 points: 400 EXP
- 400 points: $500

01:24
135 /415

Every time you score a kill, regardless of what that kill is with, you switch weapons. You begin with a .45 and cycle through every conventional model of handgun, shotgun, SMG, LMG, and assault rifle in the game, as well as the Recurve Bow.

The fun part of this is that it means you do not have to reload at any point in time unless you miss somebody with every single round in the clip. The area is also packed with picturesque ruins and time barrels, which gives you a lot of room to play around. The entire area sees you the moment the Trial starts, so stealth is out of the question, but you can climb the ruins and jump down onto targets for Death From Above Takedowns and the associated bonus points.

Transport Destruction

- 125 points: $250
- 175 points: 400 EXP
- 225 points: $500

01:21
10 /225
ASSAULTER KILL

You get an RPG-7 with infinite rockets and you're up against a horde of pirates in jeeps and helicopters. You don't have a lot of room to dodge and the RPG-7 takes a painfully long time to reload, so this Trial is all about rapid response.

Hostile Swamp

- 200 points: $250
- 300 points: 400 EXP
- 400 points: $500

00:41
205 /790
BERSERKER KILL
+10
Ⓧ Reload

You've got an STG-90, frag grenades, and a swamp full of chargers, riflemen, and Molotov throwers. The faintest amount of fire can turn half the map into a barbecue pit. The key seems to be to land as many early Takedowns as possible, and then stay mobile.

Decimation Barrage

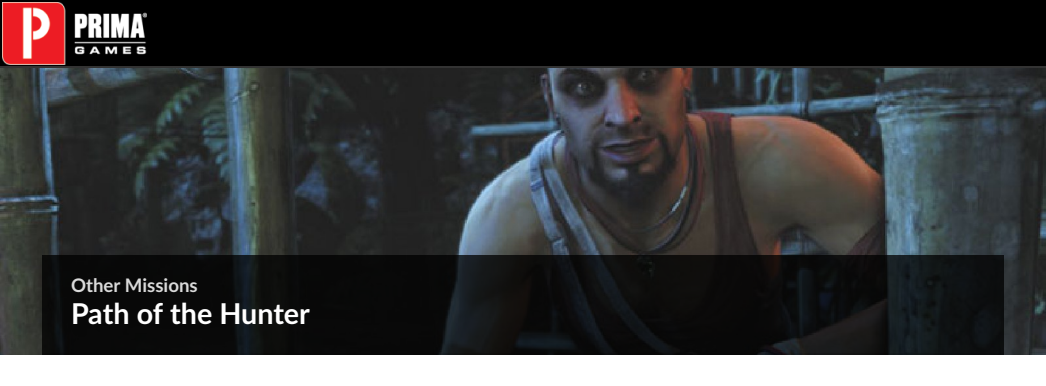
- 150 points: $250
- 225 points: 400 EXP
- 300 points: $500

01:16
180 /140
DEFENDER KILL

01:18
20 /340
DEFENDER KILL
+10

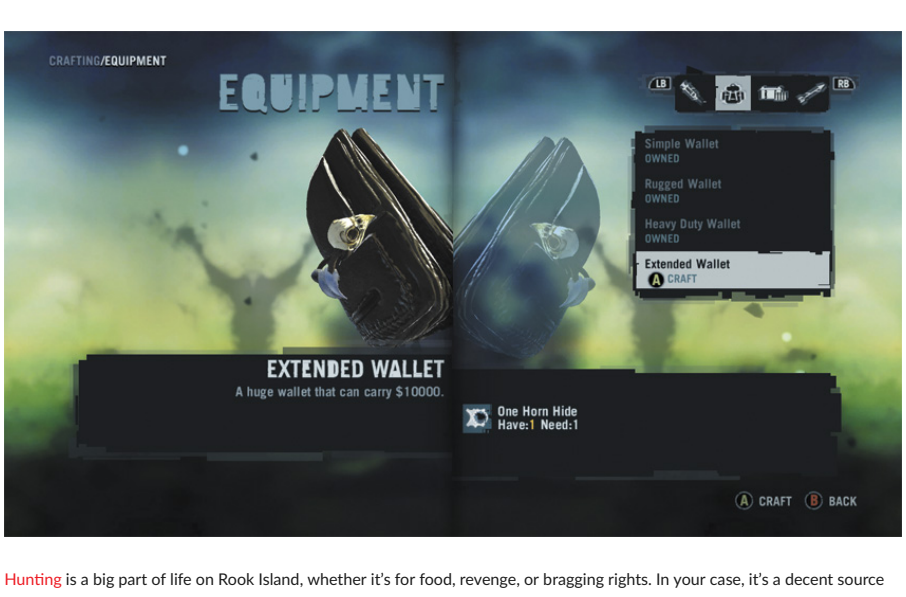
You're in one of the old anti-aircraft bunkers facing out towards the ocean, and up against a bunch of helicopters. You've got an RPG-7, but you're almost better off not using it, since a miss against a helicopter eats up a lot of seconds. The mounted gun in the bunker is a much more effective weapon against them, particularly if you specifically spray the helicopter's cockpit.

Save the RPG-7 for any helicopters that appear above the bunker, and for the time barrel directly behind you at the start.



Other Missions

Path of the Hunter

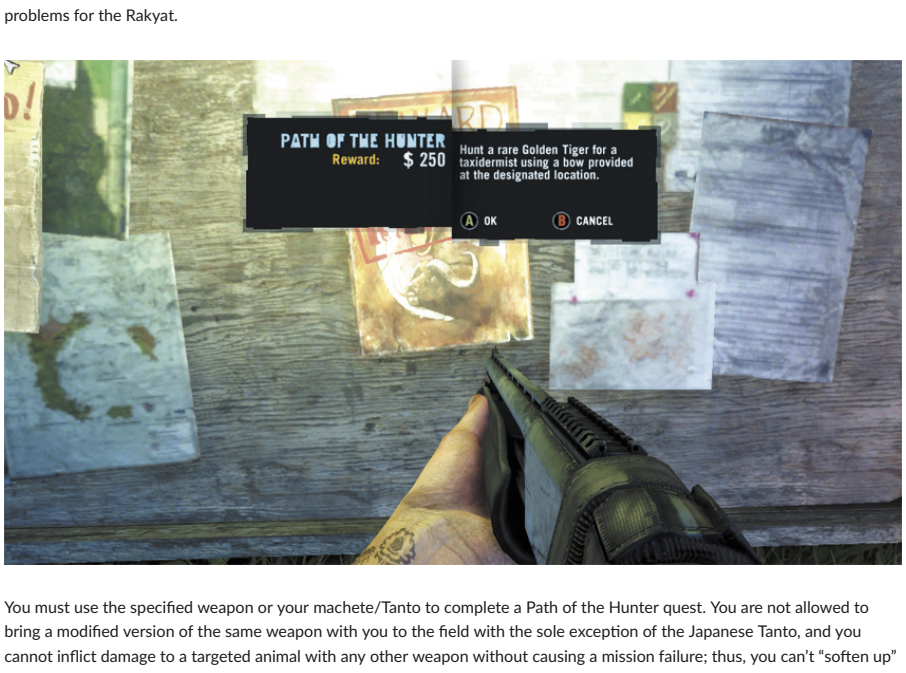

CRAFTING/EQUIPMENT
EQUIPMENT
Simple Wallet
OWNED
Rugged Wallet
OWNED
Heavy Duty Wallet
OWNED
Extended Wallet
CRAFT
EXTENDED WALLET
One Horn Hide
Have:1 Need:1
CRAFT
BACK

A huge wallet that can carry $10000.

Hunting is a big part of life on Rook Island, whether it's for food, revenge, or bragging rights. In your case, it's a decent source of extra cash, and provides you with the rare, one-of-a-kind skins and hides you need to create the best possible pouches and bandoliers.

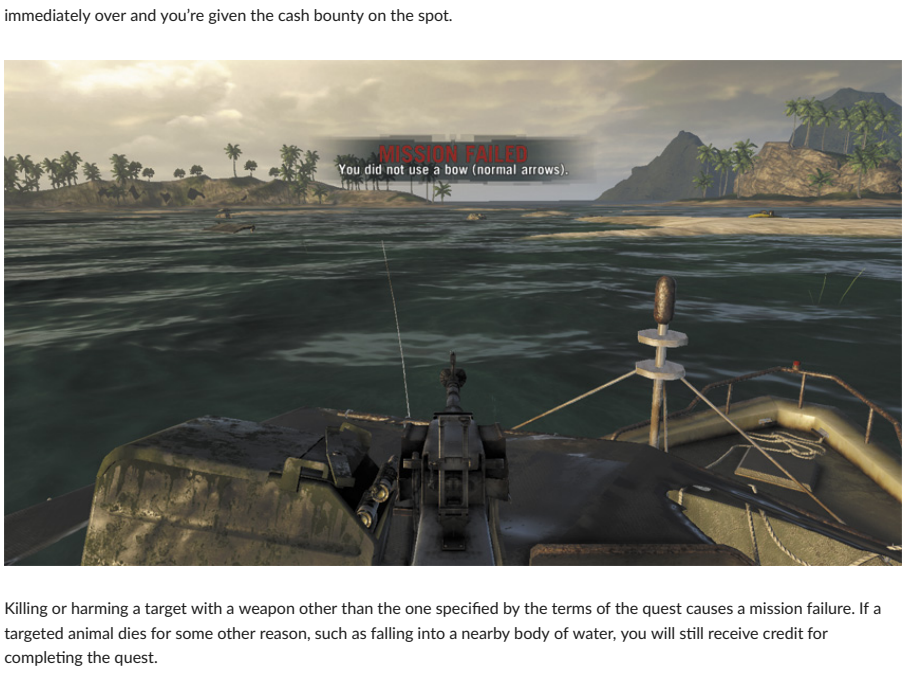
WANTED!
REWARD
WANTED!

Each of the Path of the Hunter quests is activated when you liberate a certain outpost. By taking the quest off the bulletin board, you begin a mission to travel to a nearby area, pick up a specific weapon, and use it to kill animals who are creating problems for the Rakyat.


PATH OF THE HUNTER
Reward:
$ 250
OK
CANCEL

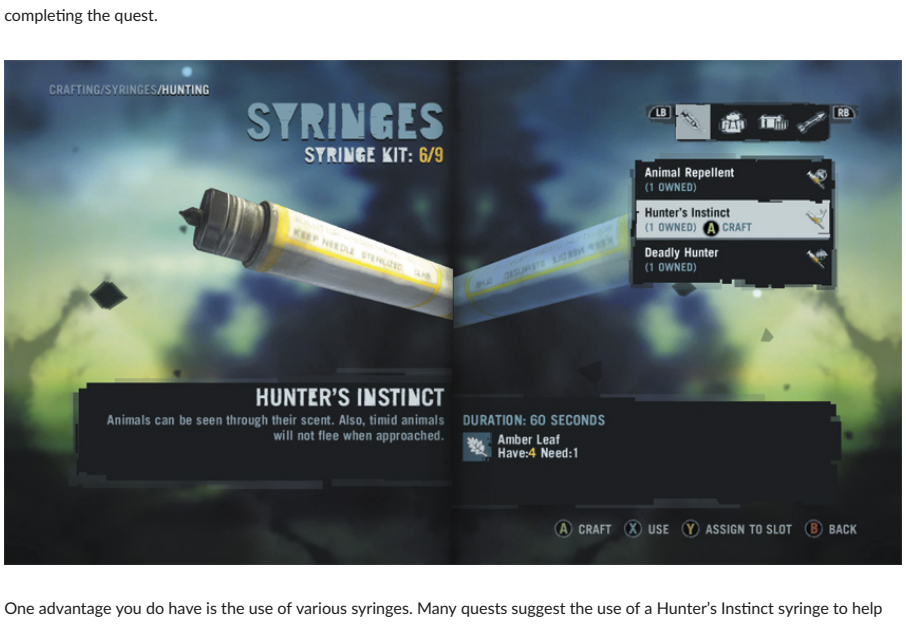
Hunt a rare Golden Tiger for a taxidermist using a bow provided at the designated location.

You must use the specified weapon or your machete/Tanto to complete a Path of the Hunter quest. You are not allowed to bring a modified version of the same weapon with you to the field with the sole exception of the Japanese Tanto, and you cannot inflict damage to a targeted animal with any other weapon without causing a mission failure; thus, you can't "soften up" a bear or tiger with grenades or a mounted gun before inflicting the killing blow. Once you do kill your target(s), the mission is immediately over and you're given the cash bounty on the spot.


MISSION FAILED

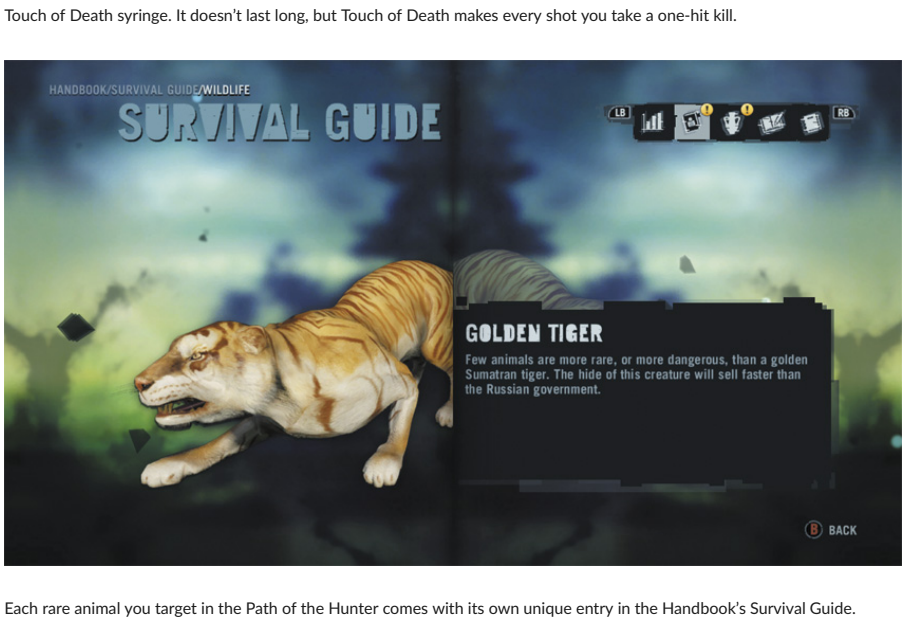
You did not use a bow (normal arrows).

Killing or harming a target with a weapon other than the one specified by the terms of the quest causes a mission failure. If a targeted animal dies for some other reason, such as falling into a nearby body of water, you will still receive credit for completing the quest.


CRAFTING/SYRINGES/HUNTING
SYRINGES
SYRINGE KIT: 6/9
Animal Repellent
(1 OWNED)
Hunter's Instinct
(1 OWNED) CRAFT
Deadly Hunter
(1 OWNED)
HUNTER'S INSTINCT
DURATION: 60 SECONDS
Amber Leaf
Have:4 Need:1
CRAFT
USE
ASSIGN TO SLOT
BACK

Animals can be seen through their scent. Also, timid animals will not flee when approached.

One advantage you do have is the use of various syringes. Many quests suggest the use of a Hunter's Instinct syringe to help track animals through dense foliage, and you can use Deadly Hunter to improve the amount of damage you deal to an animal with every attack. If you're really stumped with a given quest, you can go Relic hunting until you unlock the recipe for the Touch of Death syringe. It doesn't last long, but Touch of Death makes every shot you take a one-hit kill.


HANDBOOK/SURVIVAL GUIDE/WILDLIFE
SURVIVAL GUIDE
GOLDEN TIGER
BACK

Few animals are more rare, or more dangerous, than a golden Sumatran tiger. The hide of this creature will sell faster than the Russian government.

Each rare animal you target in the Path of the Hunter comes with its own unique entry in the Handbook's Survival Guide. Completing a single Path of the Hunter quest unlocks the Bagged and Tagged Achievement/Trophy, and killing a rare animal (for instance, the Golden Tiger or Undying Bear) unlocks the Poached Achievement/Trophy.

Common Animals

These are useful for picking up extra hides or skins for crafting purposes, and can be worth a nice bit of extra income early in the game.

What's a bit strange is that quest for quest, these are much more difficult challenges than the bounties on rare animals, and you would do well to leave them off until you've acquired all of the skills that improve your proficiency with the weapon at hand. For bow hunting, that's Expert Archery and Combat Archery; for long guns, that's Hip Shooter, Aimed Reload, and Long Gun Expert; and for sniper rifles, having at least Steady Aim is a big help. Enhanced Syringe Potency is another good pick, to let you get the most out of your Deadly Hunter buff.

With many of these bounties, the real trick is finding your target. Hunter's Instinct syringes can help, as they artificially tag your target so they can be seen through obstructions. They're considerably more effective at night, however, when the highlighted animal stands out in sharper contrast.

Bow Hunt: Komodo Dragons

Reward: $350

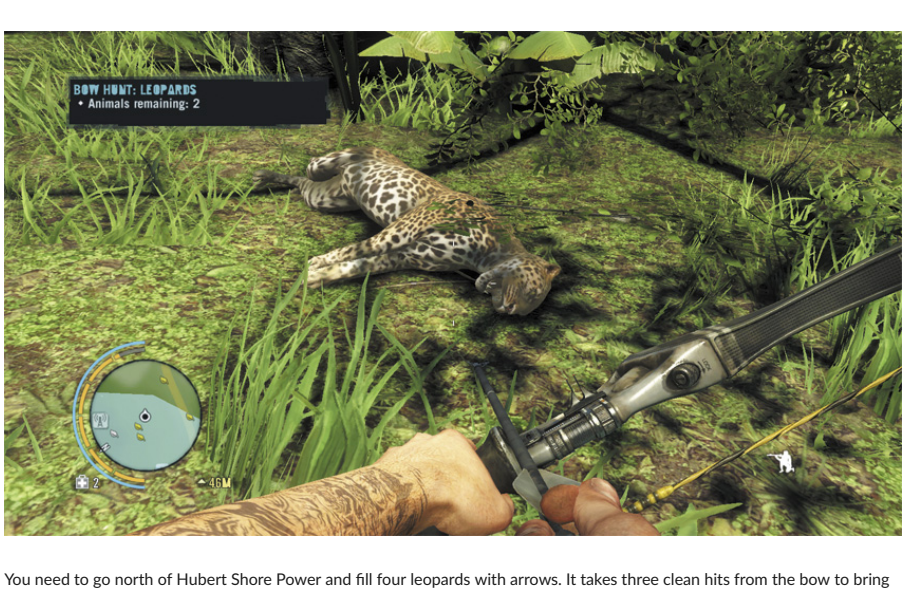
BOW HUNT: KOMODO DRAGONS
• Animals remaining: 2

South of the Break Point Docks, four Komodo dragons have attacked an isolated farm. Komodo dragons are just resilient enough that they'll keep coming after one arrow, and the tall grass around the farmhouse makes it difficult to spot them before they spot you. Use Hunter's Instinct to get the early tag, then Deadly Hunter to try to pick them off before they close to bite range. If they do fasten onto you, you're better off falling back rather than using your knife. It takes three or four knife hits to kill a single Komodo dragon.

Bow Hunt: Leopards

Reward: $250

BOW HUNT: LEOPARDS
• Animals remaining: 4
00:23


BOW HUNT: LEOPARDS
• Animals remaining: 2

You need to go north of Hubert Shore Power and fill four leopards with arrows. It takes three clean hits from the bow to bring a leopard down under ordinary circumstances, which means this is largely dependent upon getting in the first hit.

If you're lucky, the leopard reacts to the first arrow by roaring at you, which is enough of a window to fire a second arrow if you have the Combat Archery Skill.

Flamethrower Hunt: Leopards

Reward: $400

FLAMETHROWER HUNT: LEOPARDS
• Animals remaining: 2
202

FLAMETHROWER HUNT: LEOPARDS
• Animals remaining: 1
160

Craft the Hunter's Instinct syringe to help detect animals nearby.

Pick this up off the North Krige Crest bulletin board, then head north. If Littlegate Bridge is up, you'll need to take a detour or ramp off it in a jeep from the outpost.

SUCCESS
Flamethrower Hunt: Leopards
Saving

This isn't quite as hard as it sounds, as the leopards tend to break and run the moment the flamethrower kicks on. If one dies in the firestorm that results from you torching every scrap of vegetation in the area, that also counts towards completion credit. You are really going to want a few Fireproof syringes, though, as the leopards are holed up in a nice grassy location and it's easy to set the entire place on fire.

Flamethrower Hunt: Wild Dogs

Reward: $350

FLAMETHROWER HUNT: RABID DOGS
• Animals remaining: 8
2
3M
12
400

From the Lazy Shore Marina, go northwest to find the flamethrower. You'll want to bring some Fireproof syringes, too.

The dogs are all initially standing in the junkyard near the Trial of the Rakyat stone for Overheat. Tag them all with your camera while you can, then get to making, um, hot dogs. (Sorry.)

A dog that's on fire tends to leap at you, which means it'll ignite both you and any nearby plants before falling over. This is why Fireproof comes in handy. Another alternative is to ignore the flamethrower entirely and treat this as a knife challenge, since one hit from the Tanto kills a dog.

Machete Hunt: Bears

Reward: $500

Head southeast from Bridge Control to find the machete in question inside a dockhouse, then go south for this year's Wrestlebear match. It takes about seven clean hits from a Japanese Tanto to kill a bear with melee attacks. Good luck with that.

Your best bet is probably to come prepared with either Untouchable or Touch of Death syringes. Otherwise, this is one of the most difficult and painful side missions in the game.

Pistol Hunt: Bears

Reward: $400

The Dry Palm Storage Depot is the starting point for this quest, which is clearly being offered by a madman. You have a .45 against three bears, who have claimed a nearby mine tunnel as their own and who you will often find moving in a tight group. Frankly, your best bet for this one is to use a Touch of Death.

RPG Hunt: Rabid Dogs

Reward: $175

RPG HUNT: RABID DOGS
• Animals remaining: 12
2
37M

RPG HUNT: RABID DOGS
• Animals remaining: 3
35M

Southeast from AM 12, a kennel full of infected dogs all await RPG justice. It is possible that whoever put this bounty up did so entirely to see if someone would actually do it.

Only fire the RPG-7 at all if you've spotted a dog at long range, of course. Otherwise, just stab it with your knife.

There is a lot of gear inside the kennel, including multiple medkits, lots of rockets, three grenades, and a body armor, so you may want to keep hold of this one until you need a quick resupply.

SMG Hunt: Bears

Reward: $275

SMG HUNT: BEARS
• Animals remaining: 3
240

Go to Broken Neck Home and grab the quest off the board, then head east across the bridge to grab a Skorpion.

This quest can be a nightmare. Even with all relevant skills, it takes about two full clips at point-blank range from the Skorpion to kill a bear. Even with a Deadly Hunter syringe activated, it takes just over one clip, which means it'll have time to rush you while you're reloading.

SMG Hunt: Tigers

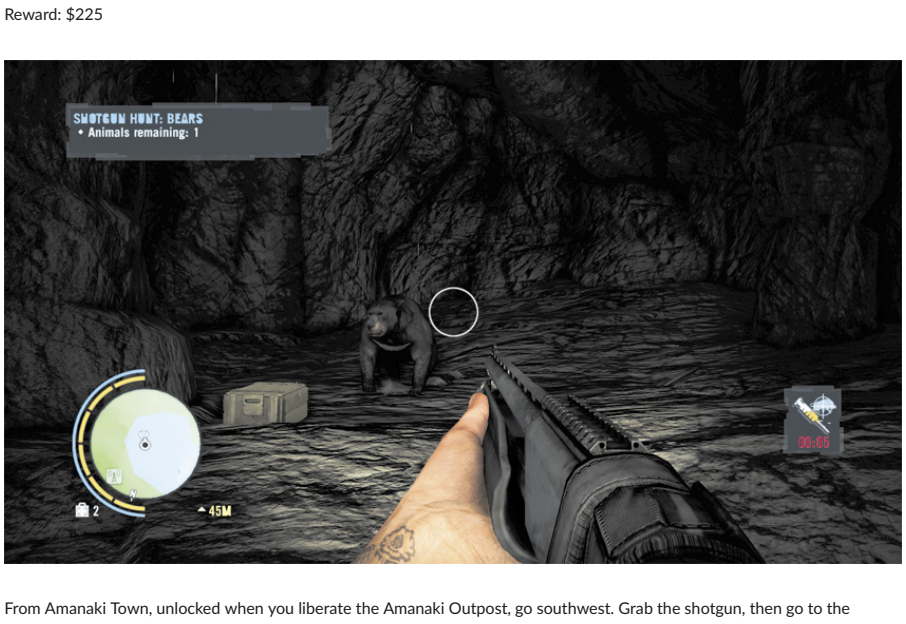
Reward: $300

SMG HUNT: TIGERS
• Animals remaining: 2
64M
12
172

From the Spine Ridge Site, head northwest and grab the Skorpion off the pile of ammo, then go tiger hunting. About the only advantages you've got are range and the ability to climb onto rooftops.

Shotgun Hunt: Bears

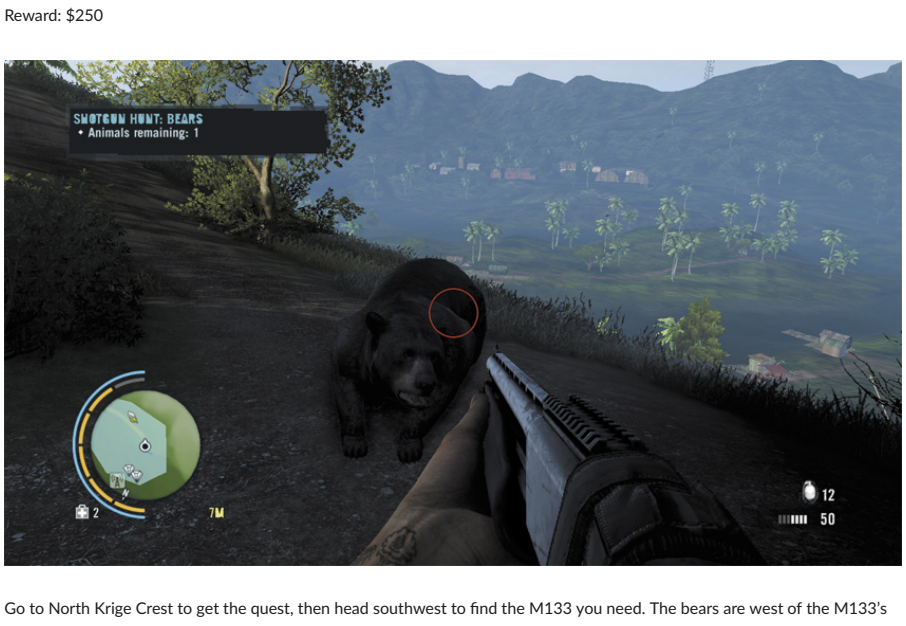
Reward: $225


SHOTGUN HUNT: BEARS
• Animals remaining: 1
2
45M

From Amanaki Town, unlocked when you liberate the Amanaki Outpost, go southwest. Grab the shotgun, then go to the nearby cavern marked on your map. Use a Deadly Hunter syringe; with it and skills like Hip Shooter, the M133 can level a bear in one hit.

Shotgun Hunt: Bears

Reward: $250


SHOTGUN HUNT: BEARS
• Animals remaining: 1
2
7M
12
50

Go to North Krige Crest to get the quest, then head southwest to find the M133 you need. The bears are west of the M133's drop box, and what makes this a much bigger complication than the Amanaki Town version is that the cave is smaller. They might be standing right next to one another when you show up, and in that case, you'd better kill one with your first shot.

Shotgun Hunt: Rabid Dogs

Reward: $175

SHOTGUN HUNT: RABID DOGS
• Animals remaining: 5
Reload
10M
0
36

SHOTGUN HUNT: RABID DOGS
Animals remaining: 3
30

From Amanaki Outpost, head west and take the M133 and shells from the box at the fork in the road. Your target, a pack of rabid dogs, lurks atop the nearby bluff. Picking them out of the dense foliage can be tricky, so bring some Hunter's Instinct syringes and keep moving so they can't hamstring you from behind.

Sniper Rifle Hunt: Deer

Reward: $200

SNIPER RIFLE HUNT: DEER
• Animals remaining: 5
2
51M

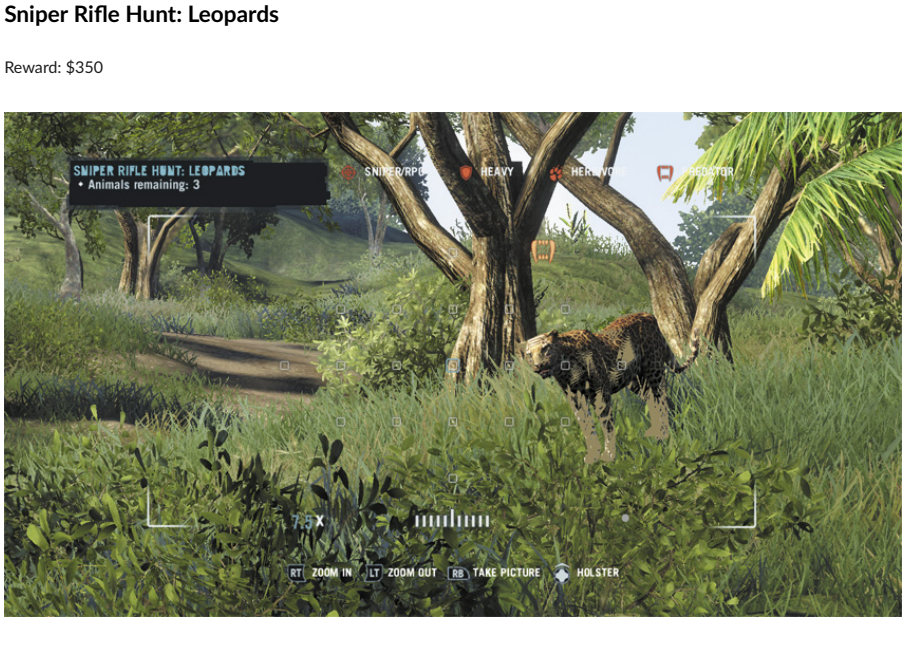
SNIPER RIFLE HUNT: DEER
• Animals remaining: 4
2
43M

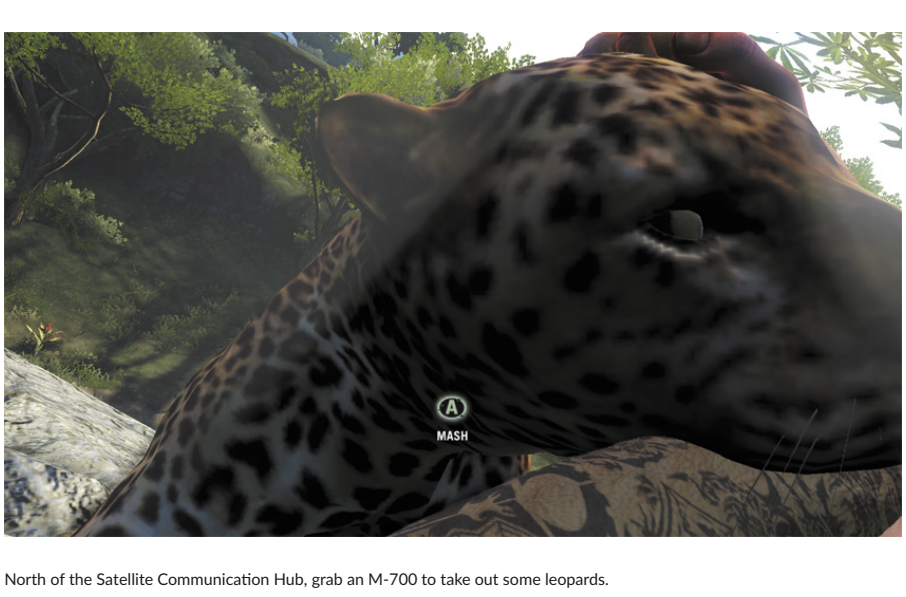
The Rakyat are hungry, so go east from the Valsa Docks to find an M-700 rifle and a field full of deer. The M-700 without mods isn't quite powerful enough to drop a deer with one body shot, so you'll need to creep up on them and go for clean bullets to the head. The game recommends you use Hunter's Instinct syringes to help with this, which is a good call. Yellow Sage, a source of Amber Leaves, is plentiful in the area.

Be sure to tag a deer with your camera before you take a shot, so you can keep tracking it in the event that you miss.

Sniper Rifle Hunt: Leopards

Reward: $350


SNIPER RIFLE HUNT: LEOPARDS
• Animals remaining: 3
SNIPER/RPG
HEAVY
HERBIVORE
PREDATOR
ZOOM IN
ZOOM OUT
TAKE PICTURE
HOLSTER



North of the Satellite Communication Hub, grab an M-700 to take out some leopards.

As noted elsewhere, a clean headshot drops a leopard. Not getting a clean headshot means the situation's about to degenerate into a knife fight with a giant cat. That doesn't go well for anyone.

Rare Animals

These animals only appear as part of the Path of the Hunter. With the exception of the Albino Crocodile, their skins are required to create the fourth and largest version of your various ammunition pouches.

Bow Hunt: Black Panther

Reward: $250

BOW HUNT: BLACK PANTHER
SNIPER/RPG
HEAVY
HERBIVORE
PREDATOR
ZOOM IN
ZOOM OUT
TAKE PICTURE
HOLSTER

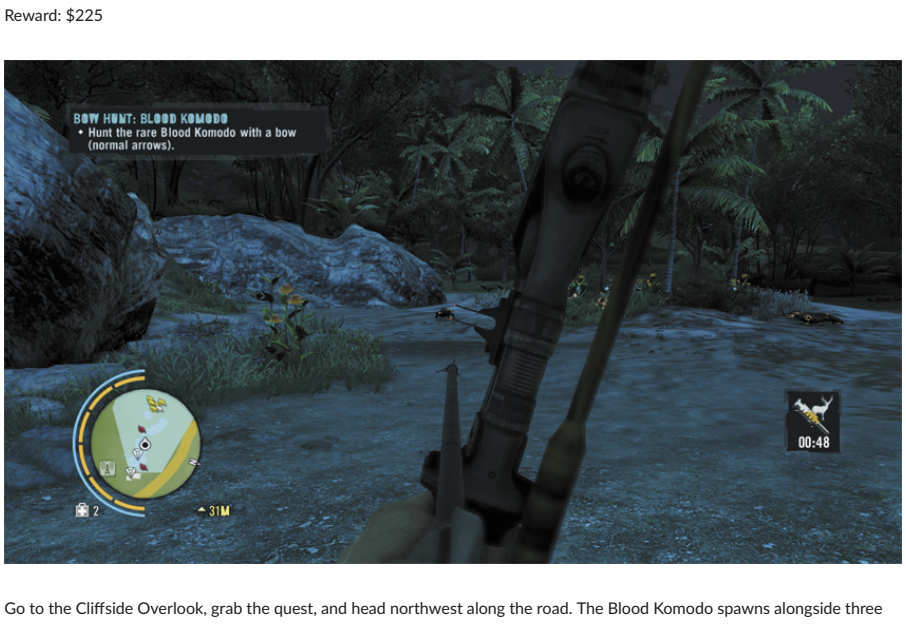
• Hunt the rare Black Panther with a bow (normal arrows).

Weirdly, this quest shows up well away from any outpost. It's unlocked when you liberate Orphan Point, but the poster that advertises the bounty is on an otherwise unremarkable cabin north of Sunset Cove.

The Black Panther is basically a leopard, and the odds are pretty good that it'll find you right after you get to the old AA bunker where the bow's stashed. Like leopards, a big key to this fight is getting in the first hit.

Bow Hunt: Blood Komodo

Reward: $225


BOW HUNT: BLOOD KOMODO
00:48
2
31M

• Hunt the rare Blood Komodo with a bow (normal arrows).

Go to the Cliffside Overlook, grab the quest, and head northwest along the road. The Blood Komodo spawns alongside three normal Komodo dragons, which can complicate things. If the arrows don't kill it, remember you can still get completion credit if you finish it off with your knife.

Bow Hunt: Golden Tiger

Reward: $250

BOW HUNT: GOLDENTIGER
00:48
2
28M

• Hunt the rare Golden Tiger with a bow (normal arrows).

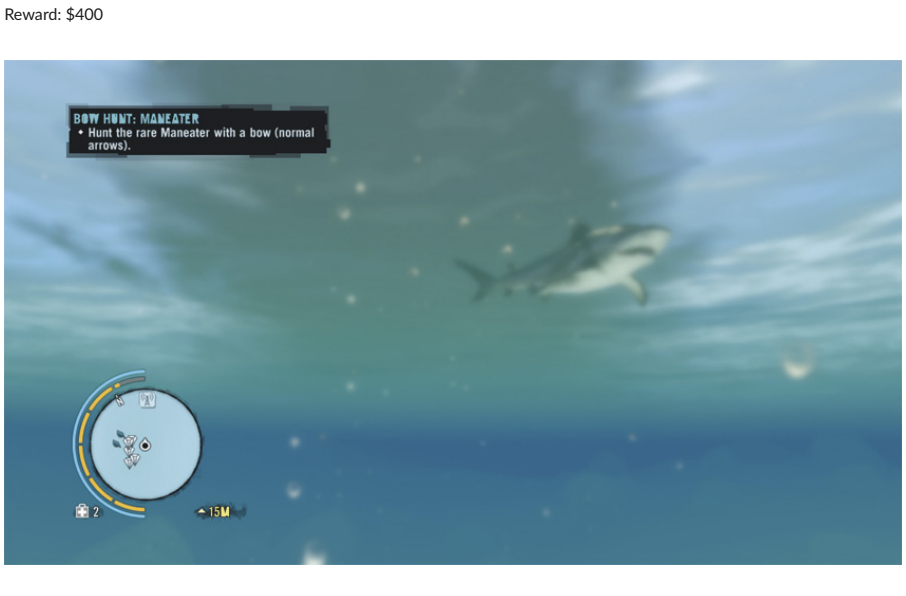
BOW HUNT: GOLDENTIGER
Golden Tiger
PRESS
00:30
2

Hunt the rare Golden Tiger with a bow (normal arrows).

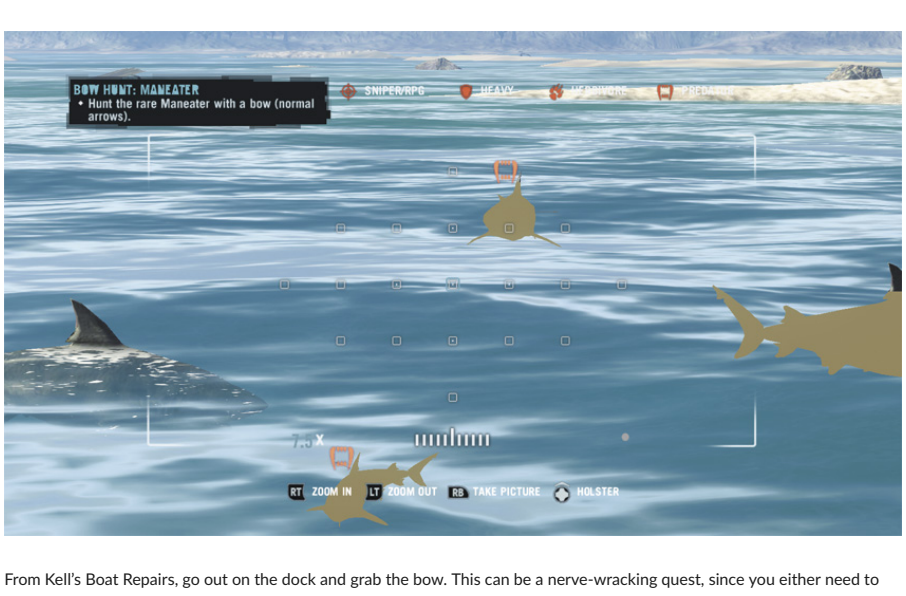
At the Mosquito Yard, pick up the quest at the board, then go northeast to find the bow it requires. There is no guarantee here that the Golden Tiger will be the only tiger in the hunting zone, and you are not allowed to cheat the mission by loading explosive arrows. It will take three or four standard arrows before the Golden Tiger dies, assuming you have both skills that modify your archery abilities. Use a Hunter's Instinct syringe to find and tag it, then inject Deadly Hunter and take your shot.

Bow Hunt: Maneater

Reward: $400


BOW HUNT: MANEATER
2
15M

• Hunt the rare Maneater with a bow (normal arrows).


BOW HUNT: MANEATER
ZOOM IN
ZOOM OUT
TAKE PICTURE
HOLSTER

• Hunt the rare Maneater with a bow (normal arrows).

From Kell's Boat Repairs, go out on the dock and grab the bow. This can be a nerve-wracking quest, since you either need to use yourself as bait or spend a lot of time in shark-infested waters. Worse, you can't reuse any arrows… or you can, but good luck finding them if you miss.

Take the patrol boat out from Kell's Boat Repairs. The Maneater appears alongside three normal bull sharks, but is hard to distinguish from them. You can try using the patrol boat's turret to take them out of the picture quickly, but that can be a gamble. However you do it, chase the Maneater down with your boat, then stand on the boat's deck and fill the Maneater with arrows until it drops. If you're feeling really courageous and/or dumb, jump into the water nearby and hope it tries to grapple you. Escaping a shark's grapple attack means Jason automatically stabs it in the brain, which qualifies as a kill for the purposes of this quest.

Bow Hunt: White Belly Tapir

Reward: $225

BOW HUNT: WHITE BELLY TAPIR
00:25

• Hunt the rare White Belly Tapir with a bow (normal arrows).

BOW HUNT: WHITE BELLY TAPIR
15M

• Hunt the rare White Belly Tapir with a bow (normal arrows).

BOW HUNT: WHITE BELLY TAPIR

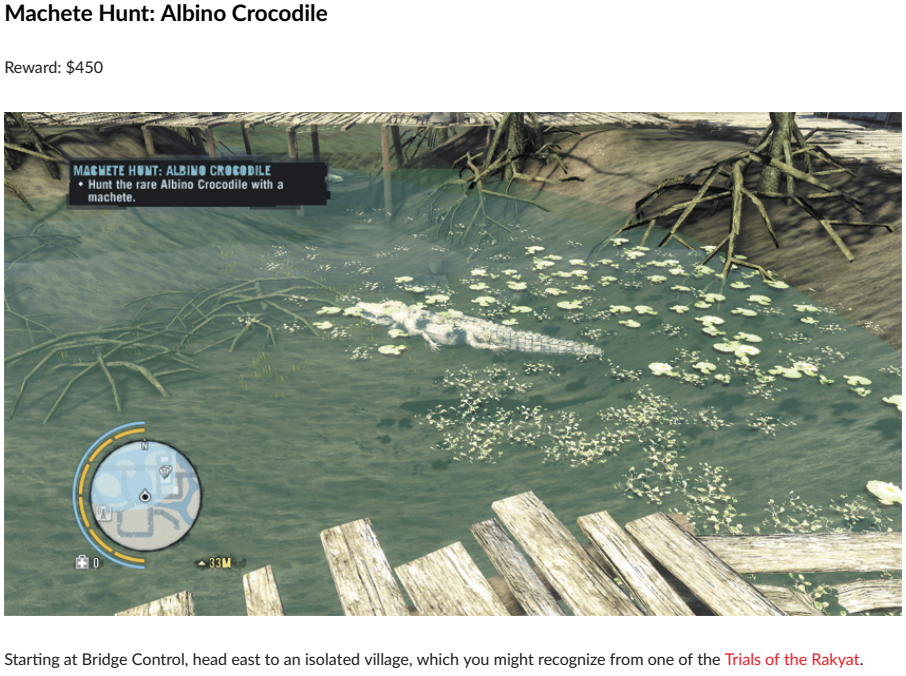
• Skin the White Belly Tapir to craft the Extended Munitions Pouch.

From the Rust Yard, head southwest to the island in the middle of the river. The White Belly Tapir is a member of a large herd of tapir, but it's easy to pick out from the rest due to being, well, white. Just the same, it's very good at staying hidden in the foliage, so patience is required to flush it out.

Don't be surprised if it runs away from you and ends up drowning in the nearby lake. If that should happen, you'll still get quest credit and be able to skin it.

Machete Hunt: Albino Crocodile

Reward: $450


MACHETE HUNT: ALBINO CROCODILE
0
33M

• Hunt the rare Albino Crocodile with a machete.

Starting at Bridge Control, head east to an isolated village, which you might recognize from one of the Trials of the Rakyat. Look for the white crocodile, then jump into the water and wrestle it on purpose. Win the ensuing button-mashing contest and you live; don't, and you die. Just like normal croc leather, this isn't useful for anything but a quick $60 at the closest vendor.

Shotgun Hunt: One Horn

Reward: $200

SHOTGUN HUNT: ONE HORN
2
60M

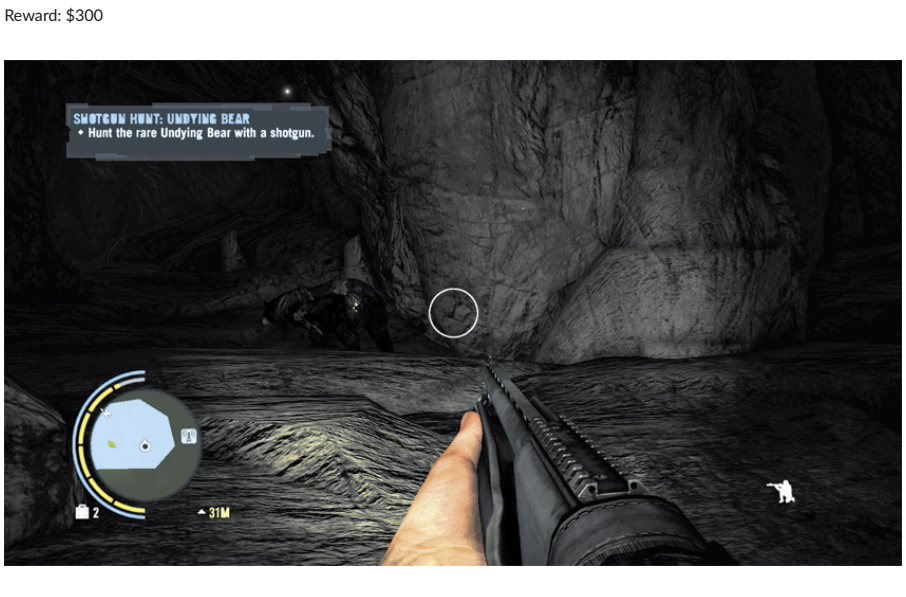
• Hunt the rare One Horn Buffalo with a shotgun.

Weirdly, Camp Murder doesn't have a mission that targets people. Turns out the brochure lied.

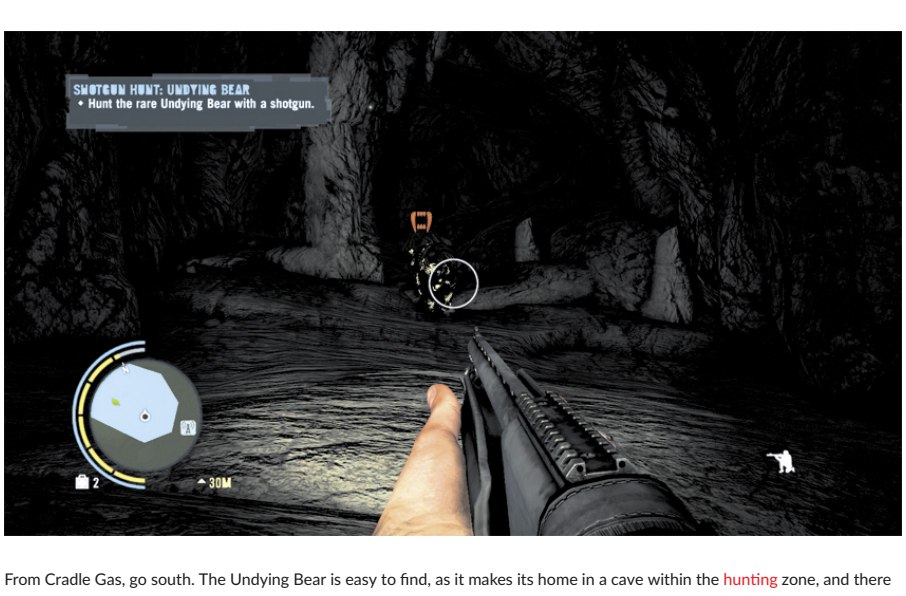
Go quite a ways southwest from Camp Murder to find the One Horn buffalo. Surprisingly, this is a harder mission than it sounds like it should be, because there are four other buffalo in the same area as the One Horn and they're all hostile. The result can be a lot like stepping into rush hour traffic, as several buffalo charge and gore you simultaneously. The One Horn himself only attacks with headbutts, but can be a handful considering you're stuck with an M133.

Shotgun Hunt: Undying Bear

Reward: $300


SHOTGUN HUNT: UNDYING BEAR
2
31M

• Hunt the rare Undying Bear with a shotgun.


SHOTGUN HUNT: UNDYING BEAR
2
30M

• Hunt the rare Undying Bear with a shotgun.

From Cradle Gas, go south. The Undying Bear is easy to find, as it makes its home in a cave within the hunting zone, and there are a bunch of dead villagers on the ground inside to seal the deal.

Get as close as you can before the bear notices you, then inject a Deadly Hunter syringe and nail it point blank in the face with your M133. You should be able to do significant damage that way, so only a couple of follow-up shots are required to take it down.

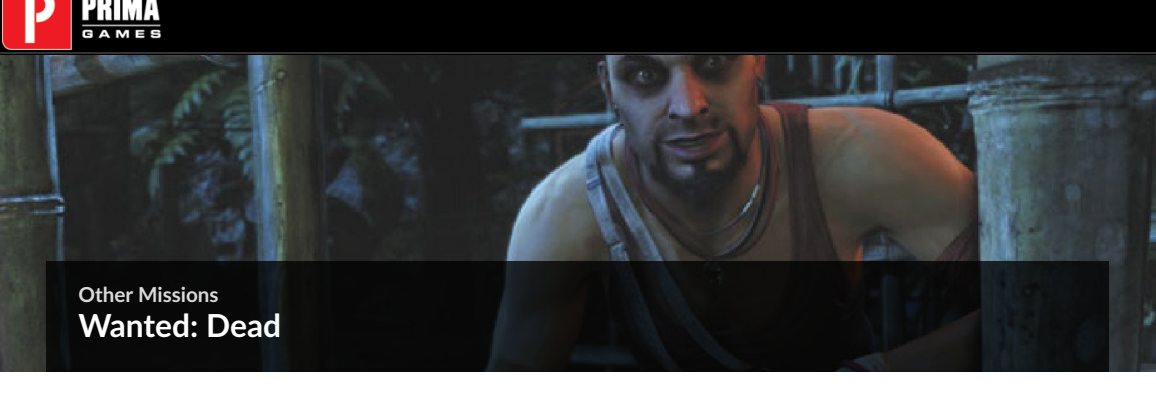
Sniper Rifle Hunt: Yellow Neck

Reward: $225

SNIPER RIFLE HUNT: YELLOW NECK
Hold Breath
2
5M

• Hunt the rare Yellow Neck Cassowary with a sniper rifle.

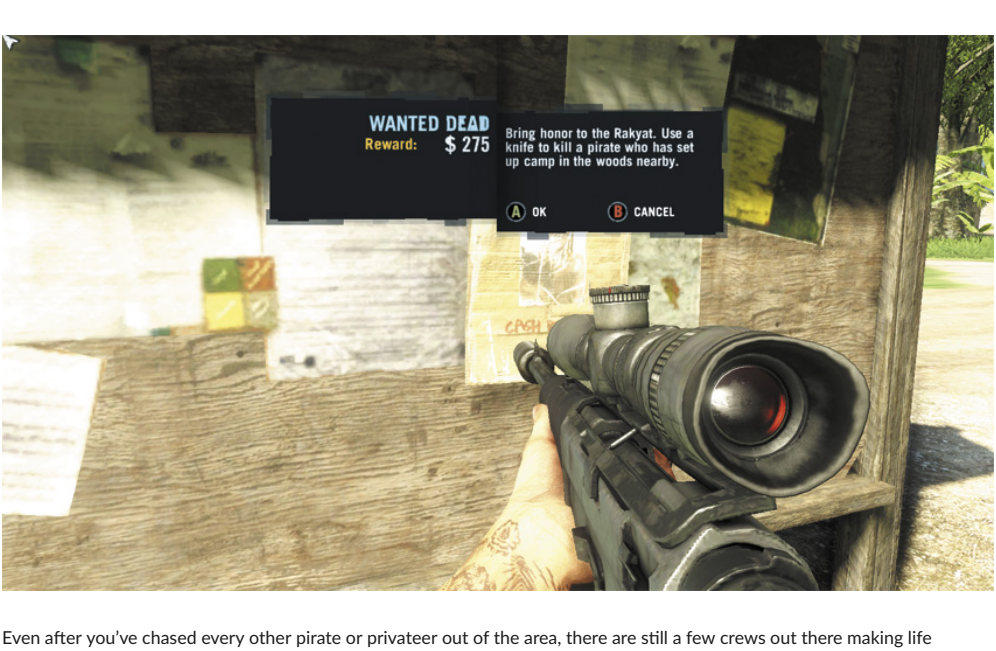
North of AM 12, grab the M-700 rifle from off the crate next to the truck, then cross the rope bridge to find and kill the Yellow Neck. It spawns near a bunch of normal cassowaries, which are just as fragile and aggressive as they always are. They won't hide in the underbrush; they'll come straight after you for the kill. It would be frightening if they weren't so ridiculous.



Other Missions

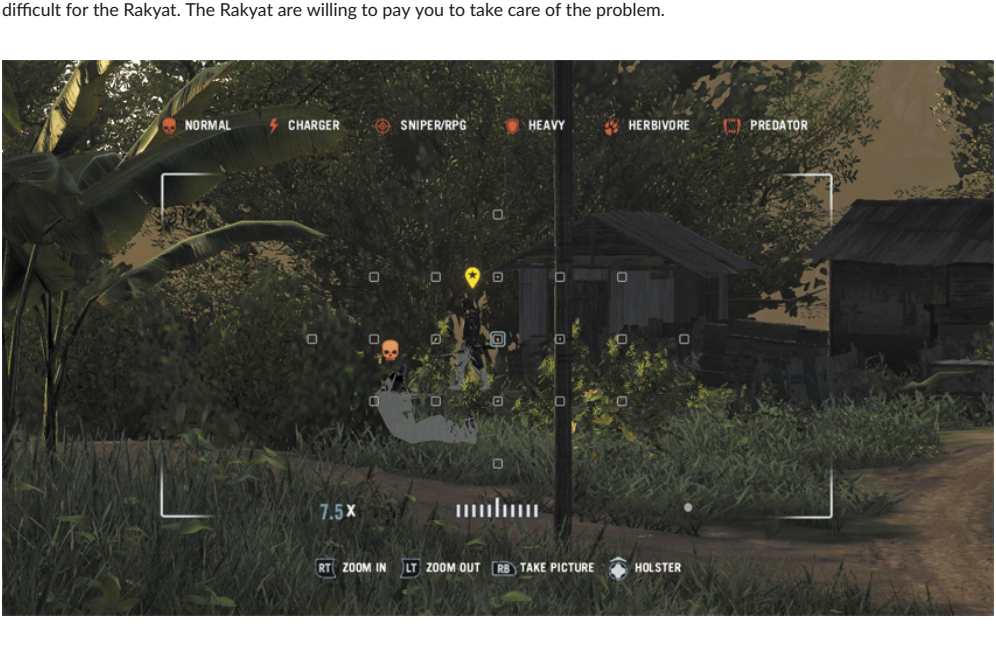
Wanted: Dead

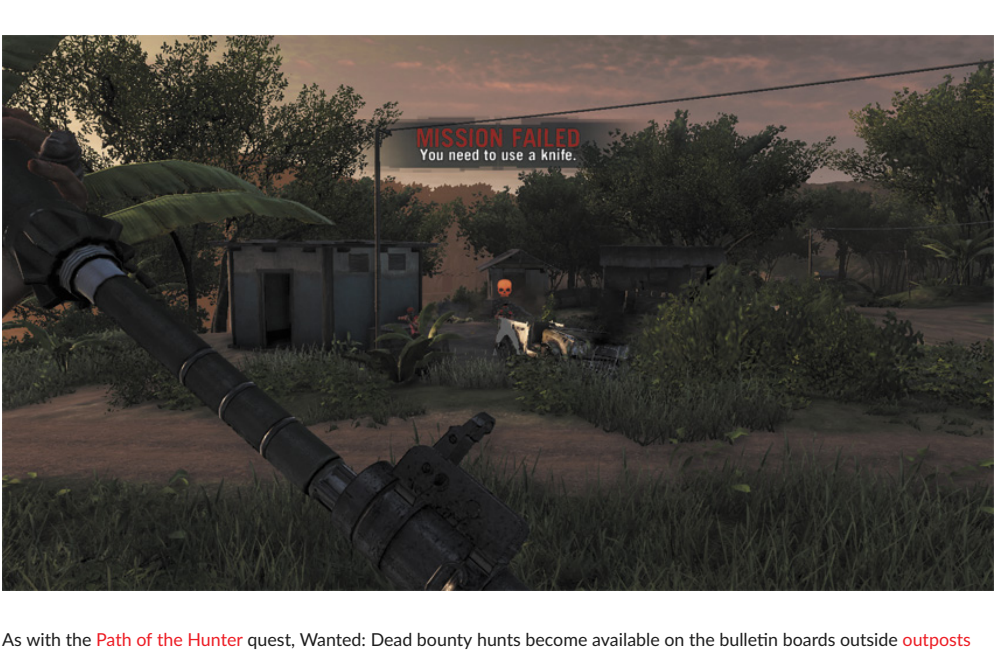
WANTED
REWARD



WANTED DEAD
Reward: $ 275
Bring honor to the Rakyat. Use a knife to kill a pirate who has set up camp in the woods nearby.

Even after you've chased every other pirate or privateer out of the area, there are still a few crews out there making life difficult for the Rakyat. The Rakyat are willing to pay you to take care of the problem.





MISSION FAILED
You need to use a knife.

As with the Path of the Hunter quest, Wanted: Dead bounty hunts become available on the bulletin boards outside outposts that you've liberated. Accepting a bounty on a given target phases in a group of enemies at the cited location, and in order to complete the mission, you must kill their leader with a knife. No other method will do. You can use melee attacks, Takedowns, or throw somebody else's knife via a Knife Throw Takedown.

This has the additional complication that many commanders carry shotguns, which means in a practical sense, these are all initially stealth missions.

In the event you manage to get something else to kill a target for you, such as a Rakyat patrol or a randomly encountered animal, it still counts as a success for the purposes of the mission. This is a big help, because if your target has holed up anywhere near a road, there is a very good chance that a Rakyat patrol will appear at some point during the mission. It's not guaranteed, but count on about a one-in-four chance of receiving sudden backup.

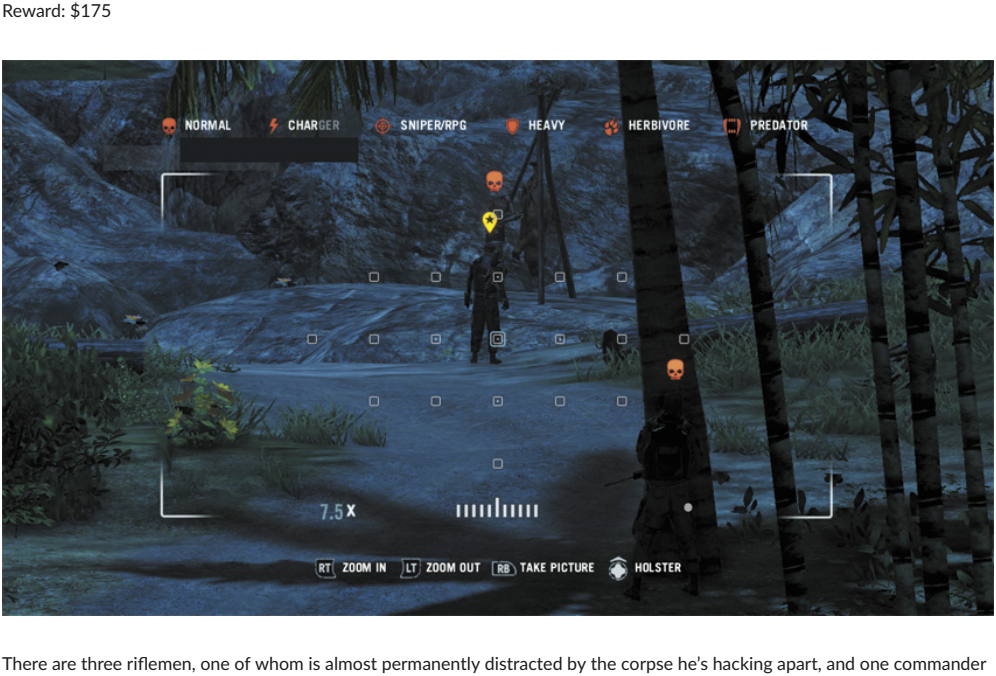
Once you've managed to stab the enemy commander to death, the mission is over. You can proceed to either run into the bushes or wipe out every other pirate in the area as you prefer. If you have the chance to loot his corpse or you've purchased the Loot Takedown skill, keep in mind that a mission target often has a large amount of cash on him, which is often equal to the amount of the bounty itself. This makes the earlier, easier Wanted: Dead quests a great way to earn money early in the game.

You earn the In Cold Blood Achievement/Trophy for completing a Wanted: Dead quest. There are a total of 25 quests in this series on Rook Island, but you only need to complete 24 of them to receive credit for 100% completion in your Survival Guide.

North Island

Amanaki Outpost

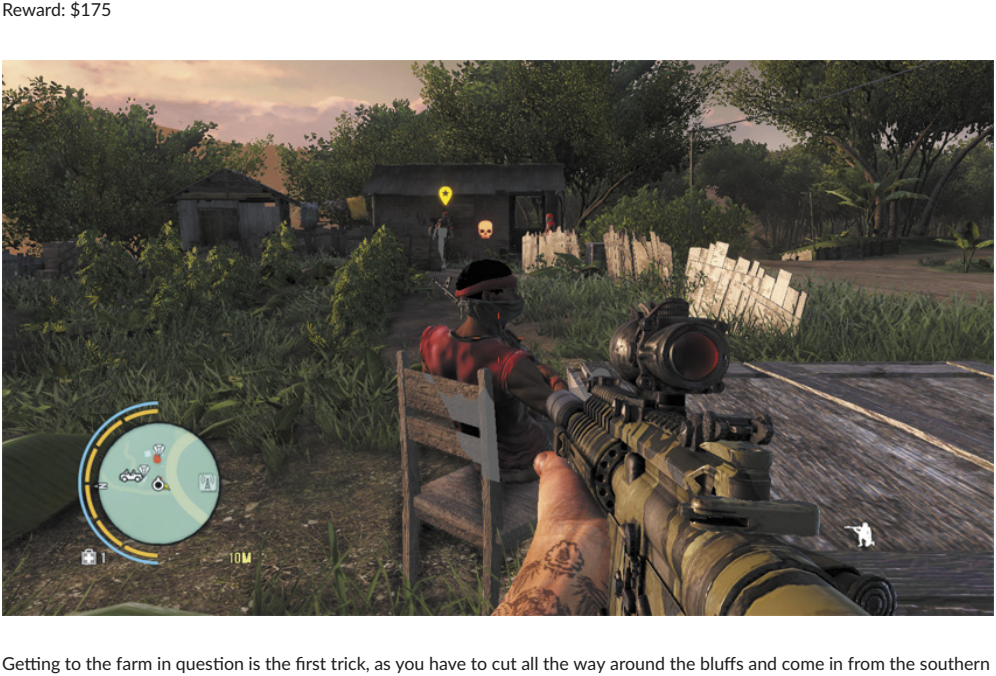
Reward: $175



There are three riflemen, one of whom is almost permanently distracted by the corpse he's hacking apart, and one commander to deal with. If you go in quietly through the forest, you can use a Takedown on the seated pirate, then chain it into a Knife Throw Takedown to eliminate the commander in seconds for a nice EXP bonus.

Welshore Wrecker's House

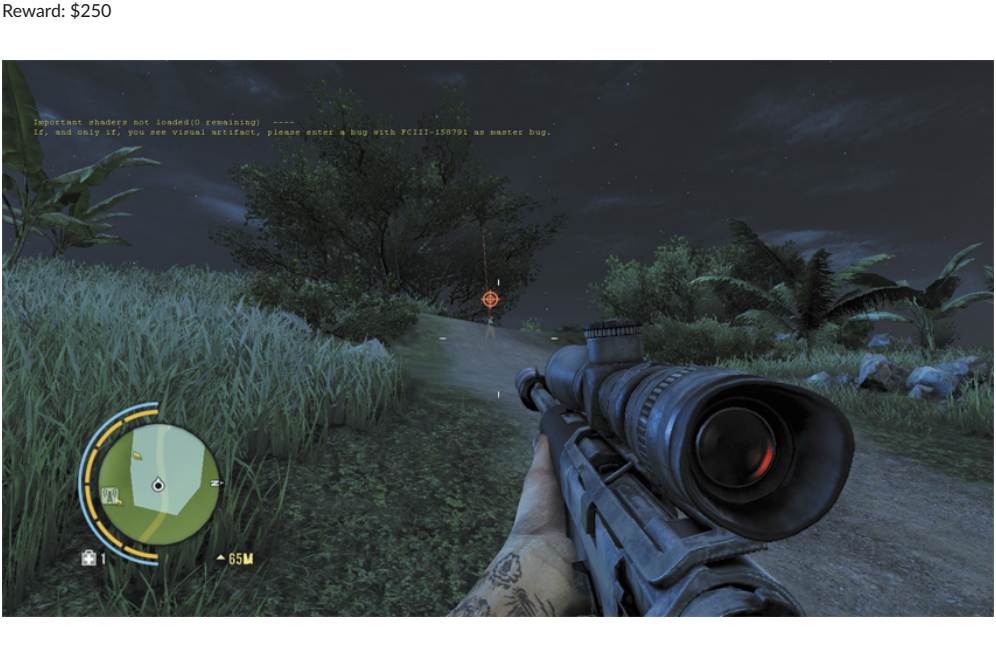
Reward: $175

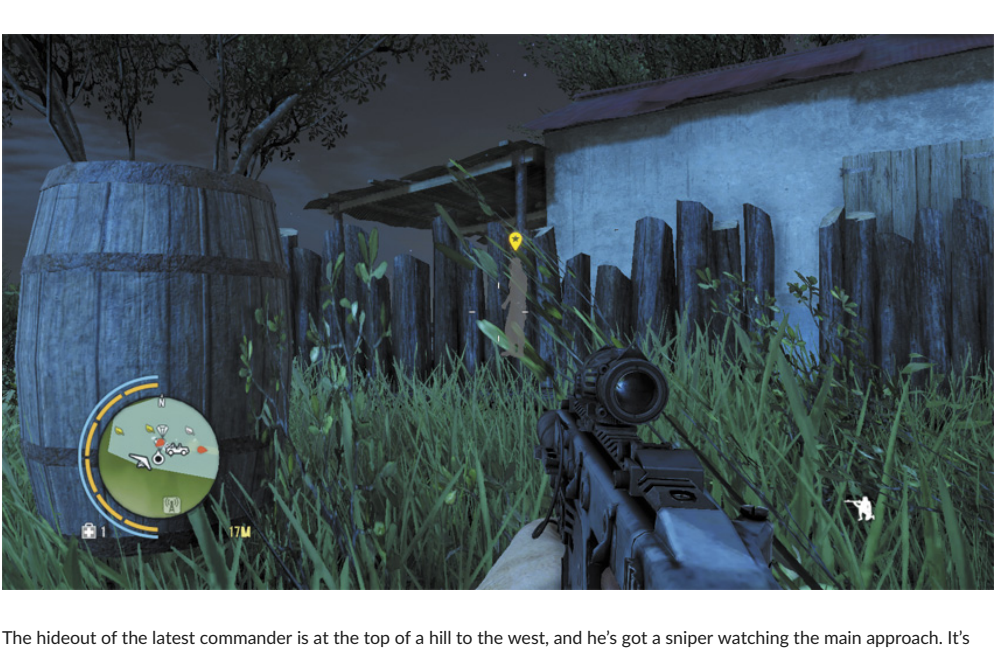


Getting to the farm in question is the first trick, as you have to cut all the way around the bluffs and come in from the southern approach. Stay in the bushes and wait for the commander to patrol around the outside edge of the farm, then go in and take him out. It's likely that you'll need to drop the seated guard with a silenced weapon.

Cradle View

Reward: $250

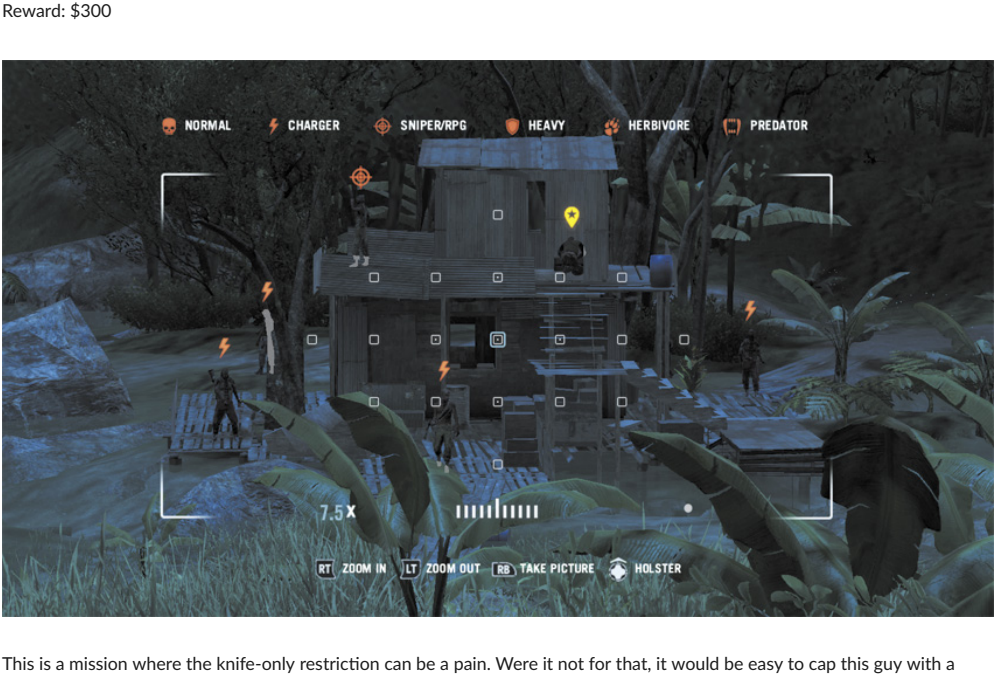




The hideout of the latest commander is at the top of a hill to the west, and he's got a sniper watching the main approach. It's easy to use the tall grass to either side of the road to sneak past him. The commander is usually hanging out behind the main building, and unless the whole camp's on alert, it's trivial to eliminate him without taking out his crew.

AM 12

Reward: $300

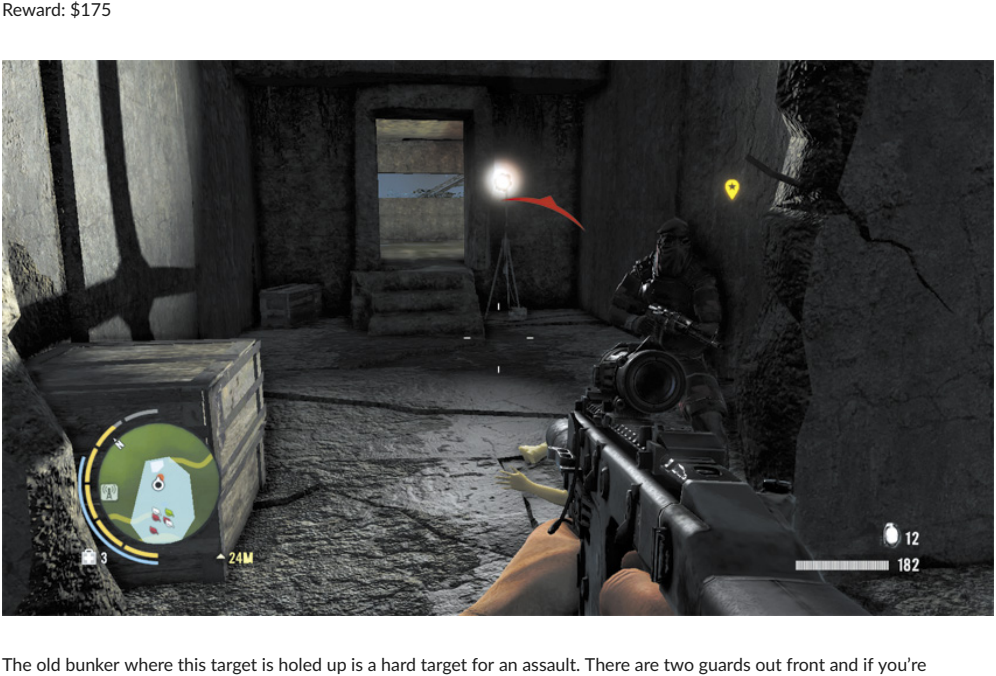


This is a mission where the knife-only restriction can be a pain. Were it not for that, it would be easy to cap this guy with a silenced rifle and be done in five seconds, but sadly, such is not the case.

Instead, you can use the same rifle to knock off the sniper on the second floor, then eliminate the chargers around the house as they dash across the field. Once the commander is alone, disappear into the bushes until you can come in from behind or cut through the first floor of the house and take him out with the knife.

Tequila Sunrise

Reward: $175

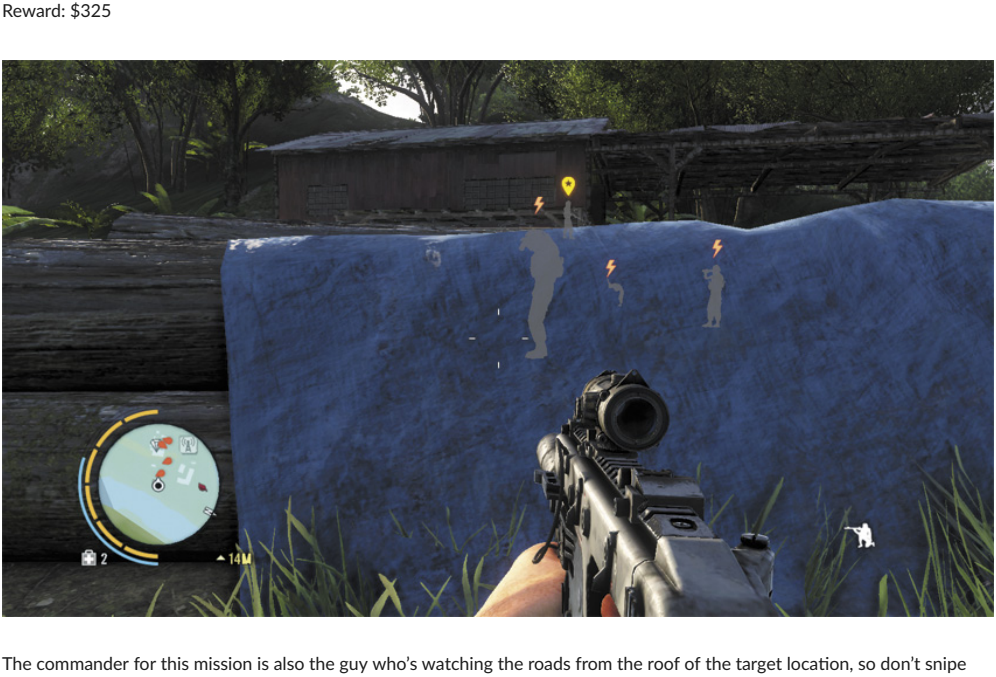


The old bunker where this target is holed up is a hard target for an assault. There are two guards out front and if you're noticed, three chargers with Molotovs come running out of the front door.

If you'd prefer to go in quietly, climb the hill to the side of the bunker and look for a gangplank set into the cliff face. It's possible to bypass all of the guards and go straight to the commander that way.

The Neck's Diner

Reward: $325

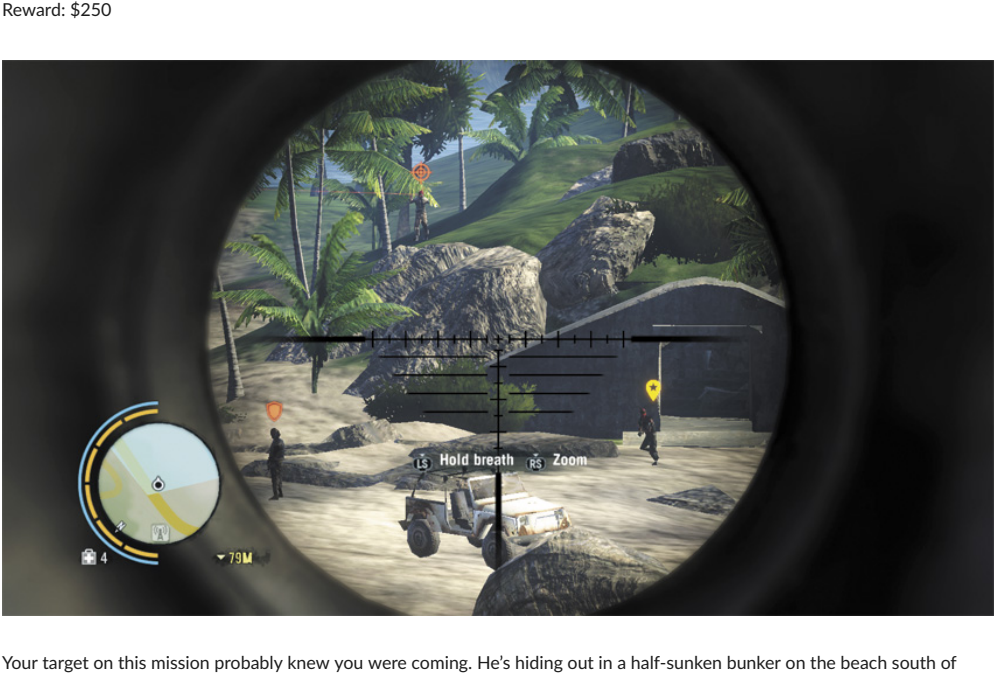


The commander for this mission is also the guy who's watching the roads from the roof of the target location, so don't snipe him. He's also got a heavy watching the base of the stairs and another one at his back on the second floor, the latter of whom is very difficult to tag from outside the building, so it's easy to run right into him without realizing he's there. This means a stealth run on this mission is at best difficult before you have the Heavy Beatdown skill.

If you do, you can sneak around to the south side of the building, distract or assassinate the heavy there, then go up the stairs and drop the second heavy with a Takedown right as you enter the room. You'll have to move fast on this one, before one of the chargers notices the corpse of the first heavy.

Hubris Farm

Reward: $250

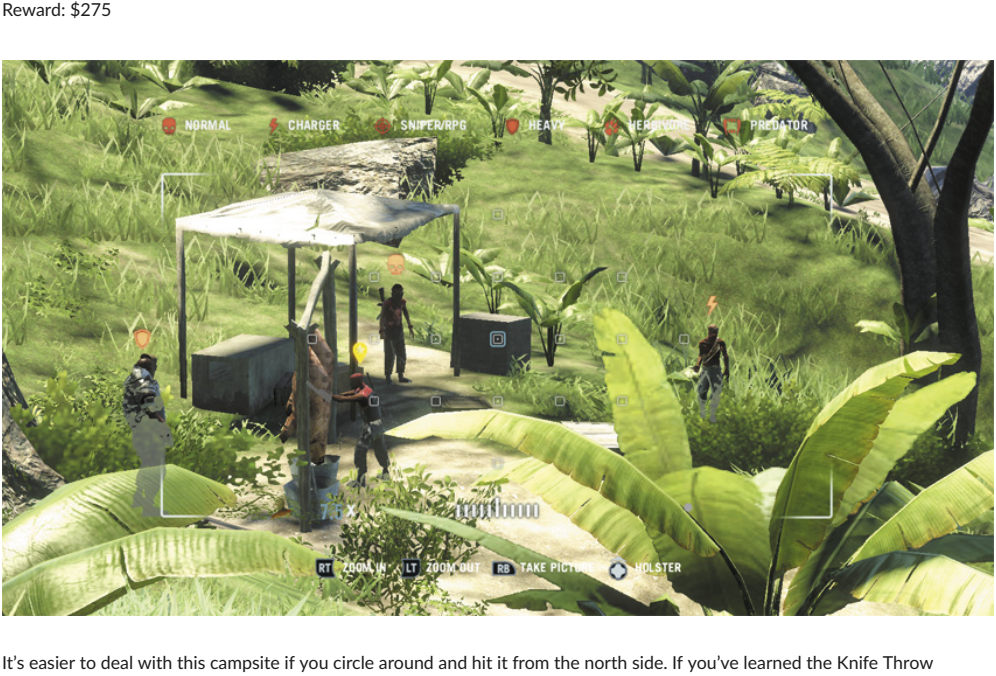


Your target on this mission probably knew you were coming. He's hiding out in a half-sunken bunker on the beach south of Hubris Farm, with four snipers on the bluff around him and a heavy on guard detail. This is a hard nut to crack.

Pull out your own rifle and get to work, eliminating the distant snipers one at a time and staying mobile. It's reasonably easy to pick the commander's forces apart with guerrilla tactics, and better yet, you're close enough to a well-traveled road that you're likely to get Rakyat backup at some point. If they kill your target, it still counts as a successful mission. (Apparently, you respect Rakyat tradition more than the Rakyat do.)

Cradle Gas

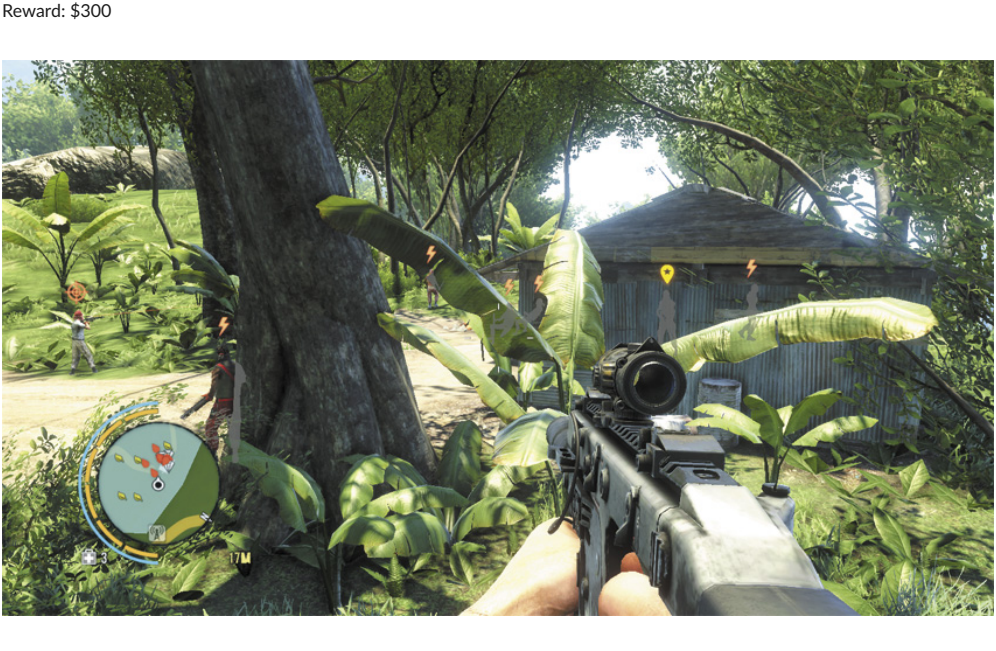
Reward: $275

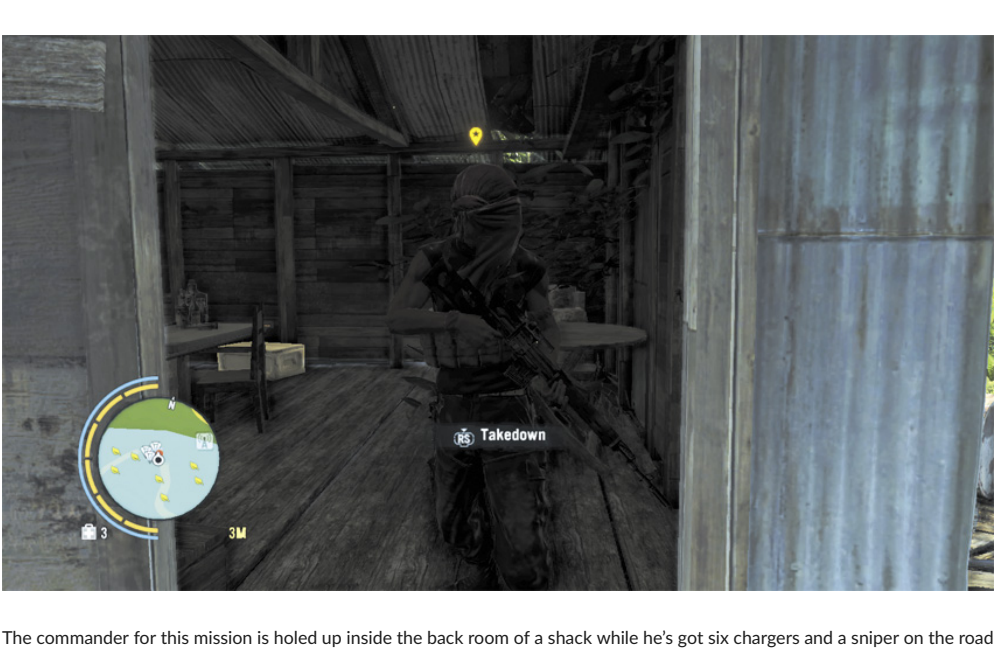


It's easier to deal with this campsite if you circle around and hit it from the north side. If you've learned the Knife Throw Takedown, this is your first good chance to use it. Sneak up to the charger by the hut on the west side of the camp, use a Takedown on him, chain the Takedown to the seated charger by the fire, then cap it off by throwing his knife into the commander.

Old Mines

Reward: $300

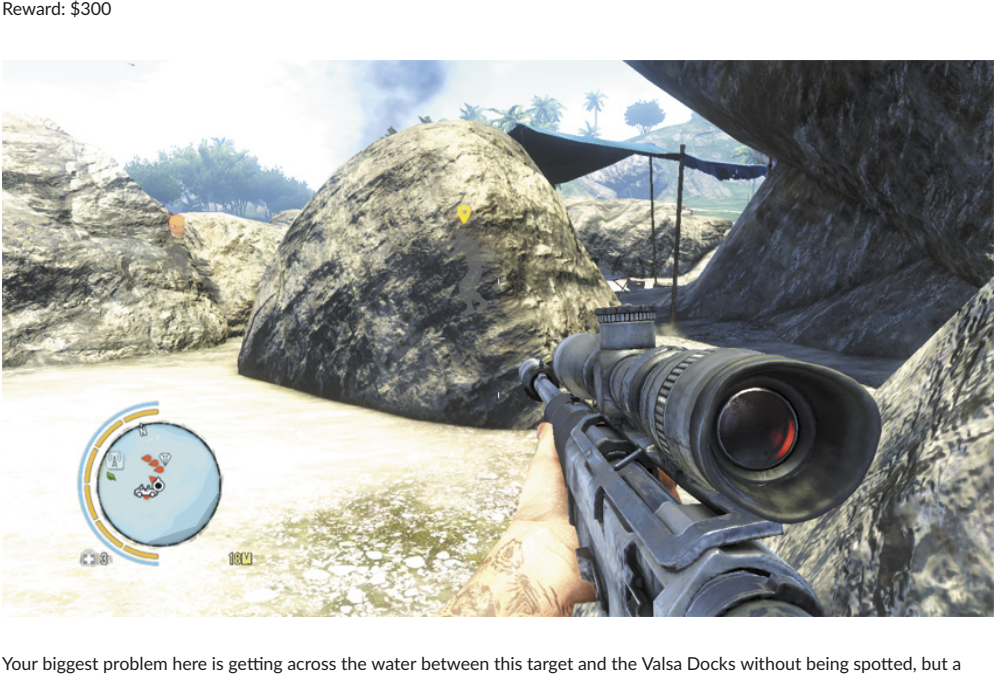




The commander for this mission is holed up inside the back room of a shack while he's got six chargers and a sniper on the road outside. The sheer drop behind the shack makes it hard to get to the commander without drawing attention, so your best bet is to eliminate the sniper and as many chargers from range as possible, then go in hot and stab the commander to death.

Valsa Docks #1

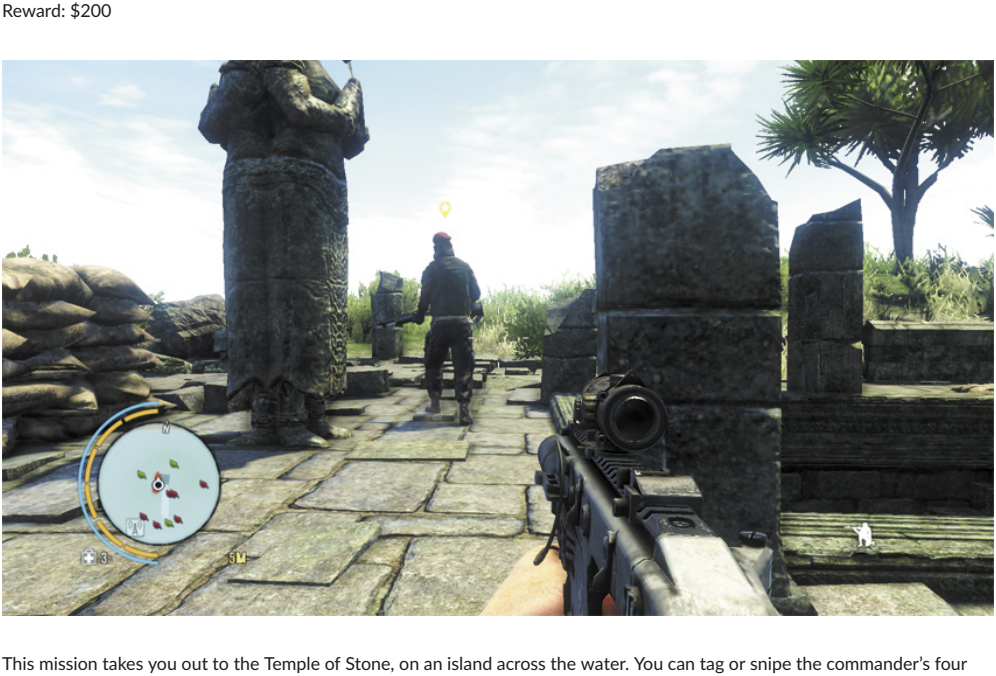
Reward: $300



Your biggest problem here is getting across the water between this target and the Valsa Docks without being spotted, but a Deep Dive syringe can solve that. The second biggest problem is getting through all four riflemen to the commander. You're also close enough to a road that it's very likely that the Rakyat will drive by and jump in.

Valsa Docks #2

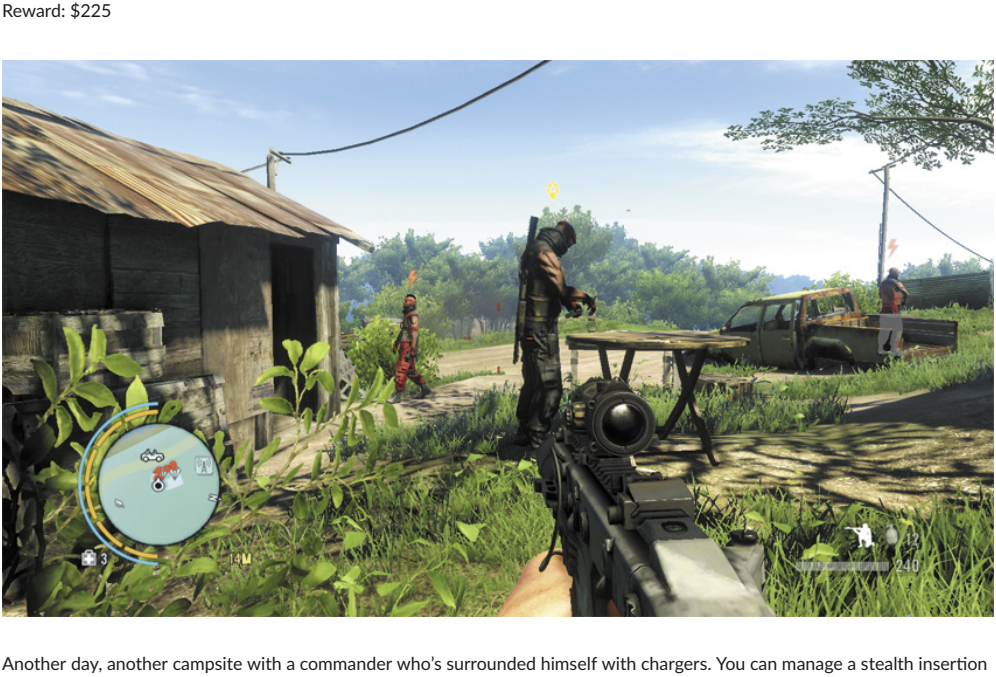
Reward: $200



This mission takes you out to the Temple of Stone, on an island across the water. You can tag or snipe the commander's four riflemen bodyguards from a good distance away, even from the mainland if you've got a high-power scope, then climb the hill to deal with him.

Mosquito Yard

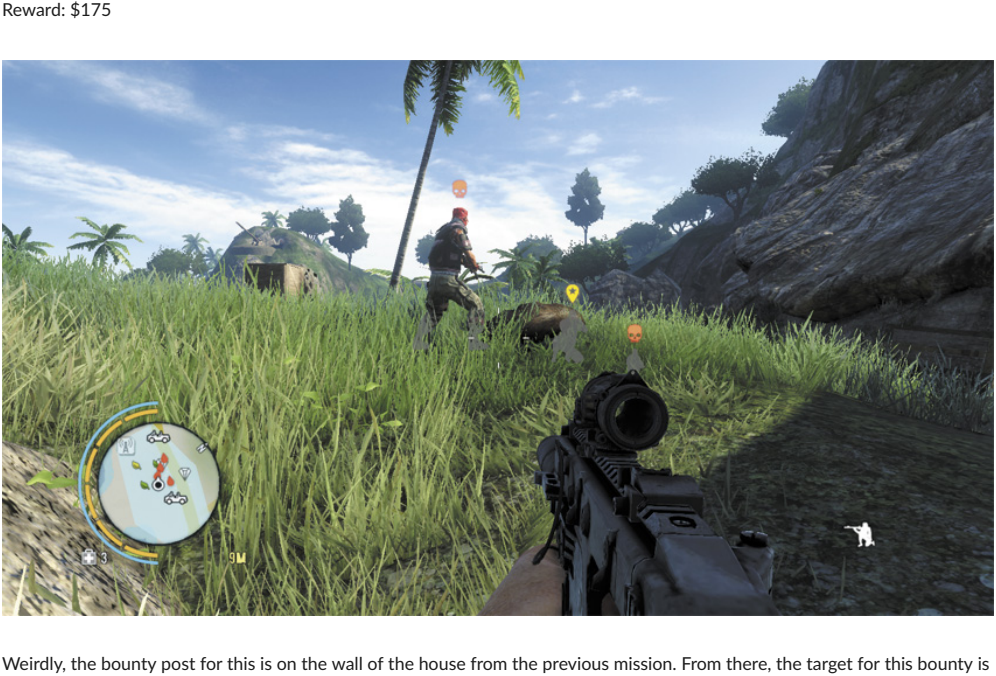
Reward: $225



Another day, another campsite with a commander who's surrounded himself with chargers. You can manage a stealth insertion if you take a run at your target from behind the main building.

Mosquito Yard #2

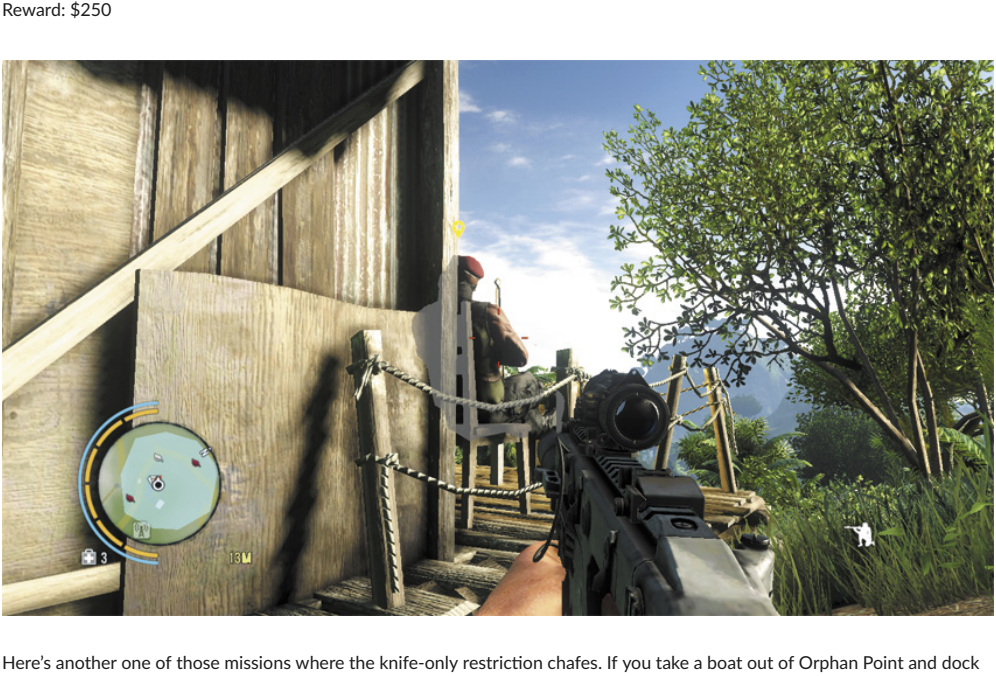
Reward: $175



Weirdly, the bounty post for this is on the wall of the house from the previous mission. From there, the target for this bounty is a bit of a jog—a little over half a kilometer away from the poster, on the road to Dr. Earnhardt's house. Look for him and his three privateer buddies by the wrecked truck by the side of the road. If you can manage to get into the area without the Rakyat messing things up, there's a guy directly behind your target who's got a knife. A Knife Throw Takedown will finish this in high style.

Orphan Point

Reward: $250

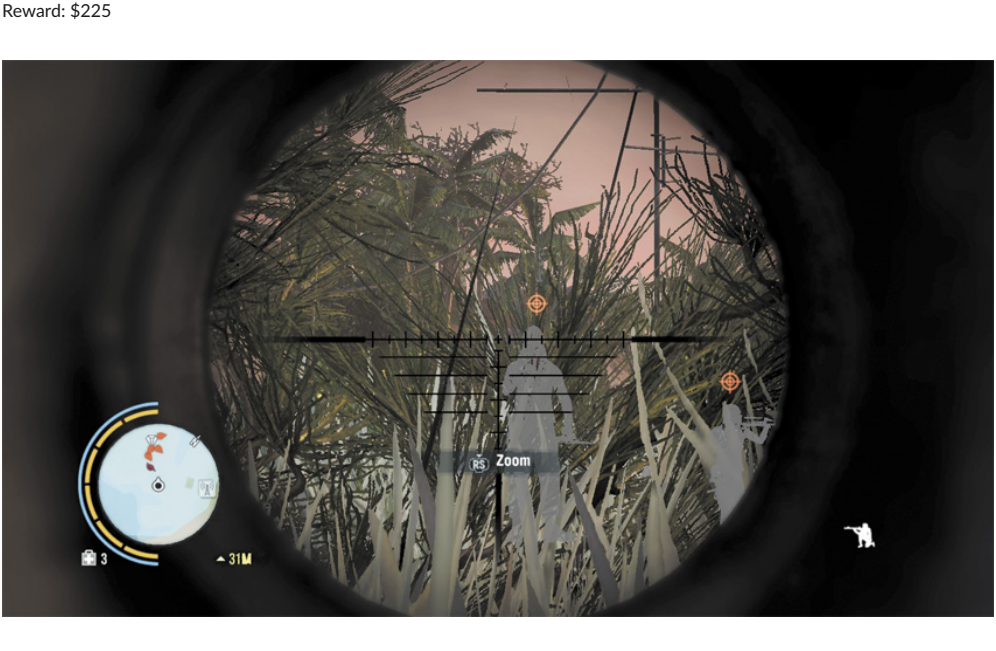


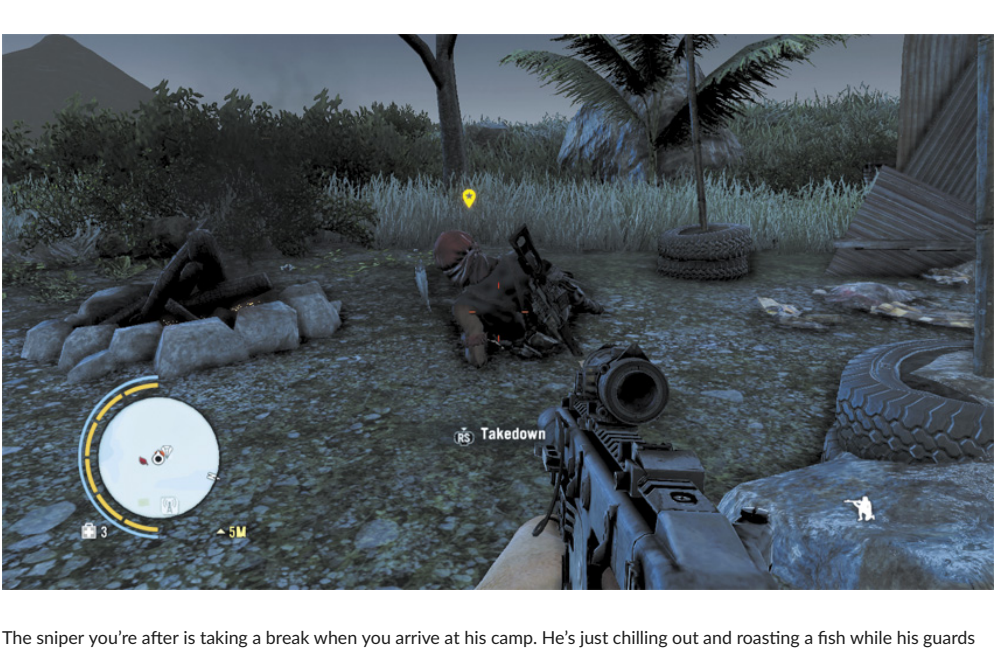
Here's another one of those missions where the knife-only restriction chafes. If you take a boat out of Orphan Point and dock on the east side of the peninsula, you can go west on foot and come up on a hill, in a nearly perfect position to assassinate the commander. The problem is that he's very carefully positioned so you cannot attack him with the knife.

That means you get to move around the cabin he's stationed at, eliminating or evading his guards, so you can stab him in the neck. The easiest way to do that is to wait atop the nearby hill until both the patrollers move back behind the house, then slip around behind and inside. Go through the house, gank the commander, and then get out of there.

Northview Gas

Reward: $225

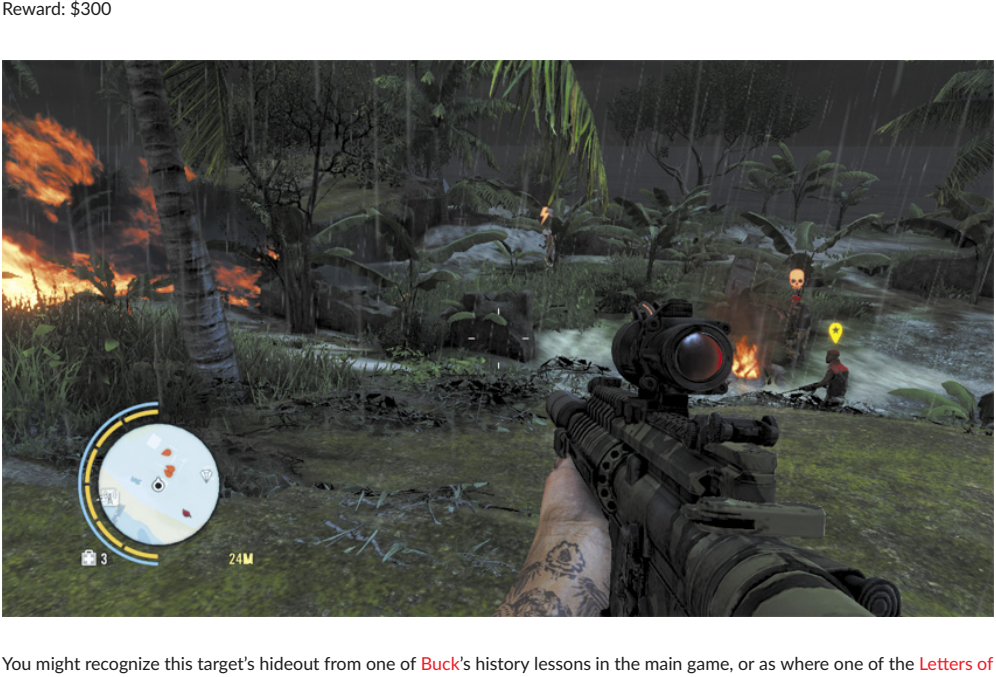




The sniper you're after is taking a break when you arrive at his camp. He's just chilling out and roasting a fish while his guards keep watch. Due to how they're positioned around him, you can assassinate all his guards from a distance and he'll never notice as long as you're careful about where the bodies drop.

Nat's Repairs

Reward: $300



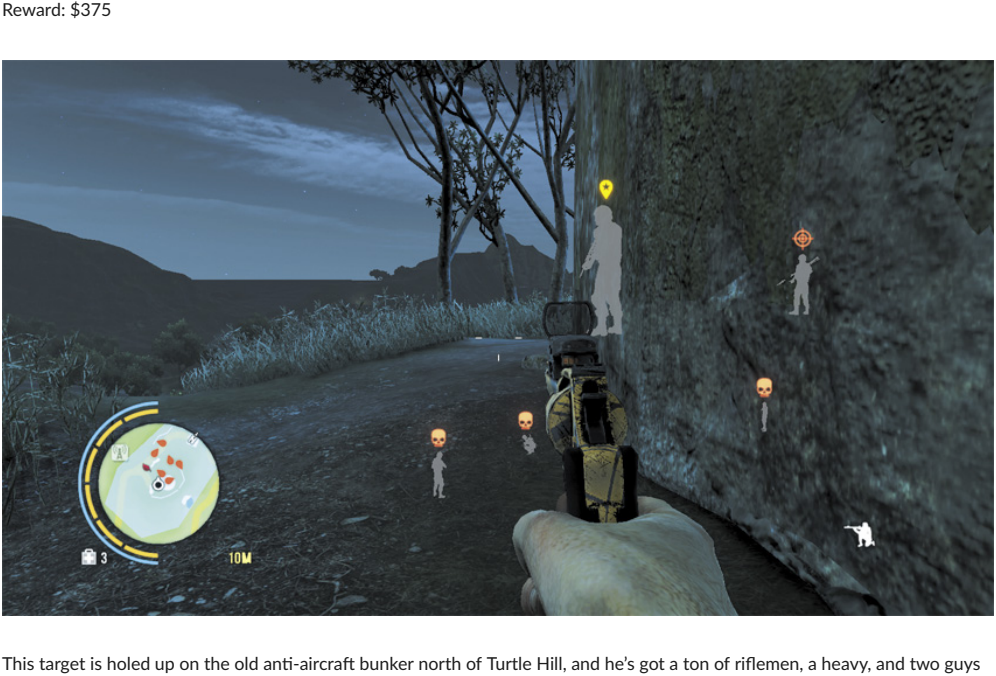
You might recognize this target's hideout from one of Buck's history lessons in the main game, or as where one of the Letters of the Lost can be found. It's a bunker on a peninsula bordered by impressively shark-infested waters, which discourages sneaking up on the target via the water. On land, it is guarded by a couple of riflemen, a couple of chargers, and a guy with an RPG standing on the roof of the southwestern building. Naturally, that last one is your priority target. He's standing too high up to be eliminated with a Death From Below Takedown, sadly, but you can knock him off from quite a distance with a scoped rifle.

With him out of the picture, you have a lot more flexibility with which to eliminate everyone else. The Rakyat are likely to appear during this mission, and make a handy distraction if and when they do.

South Island

Harmanse Gas & Repair

Reward: $375



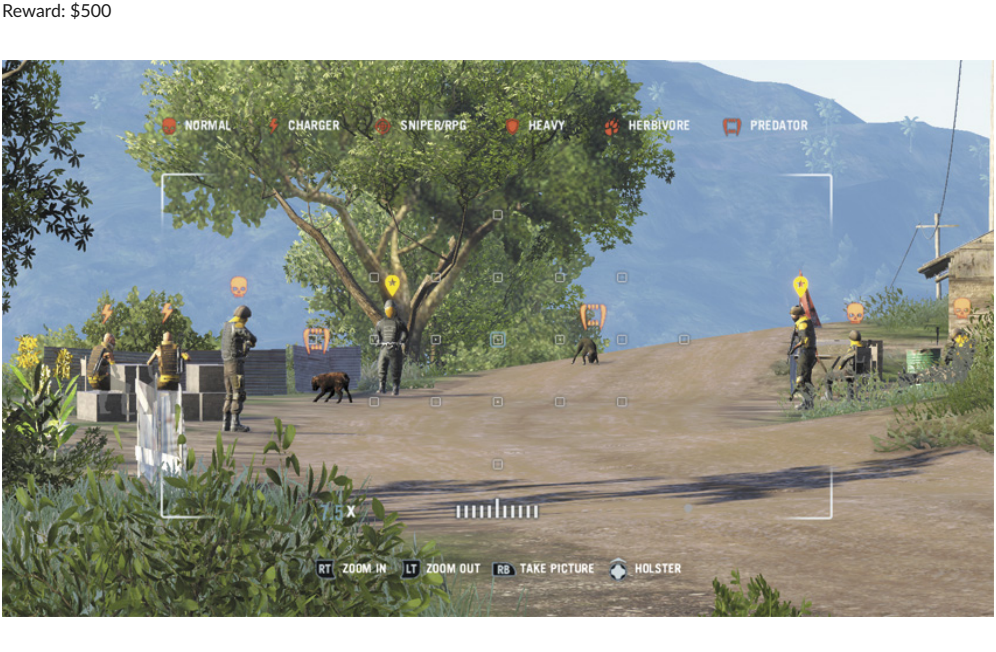
This target is holed up on the old anti-aircraft bunker north of Turtle Hill, and he's got a ton of riflemen, a heavy, and two guys with RPGs watching the northern road. An all-out assault tends to get bloody in a hurry, but he has next to nobody watching the southern approach. If you wait in cover by the southern side of the cannon emplacement, the commander patrols right by you and is easy prey for a Takedown.

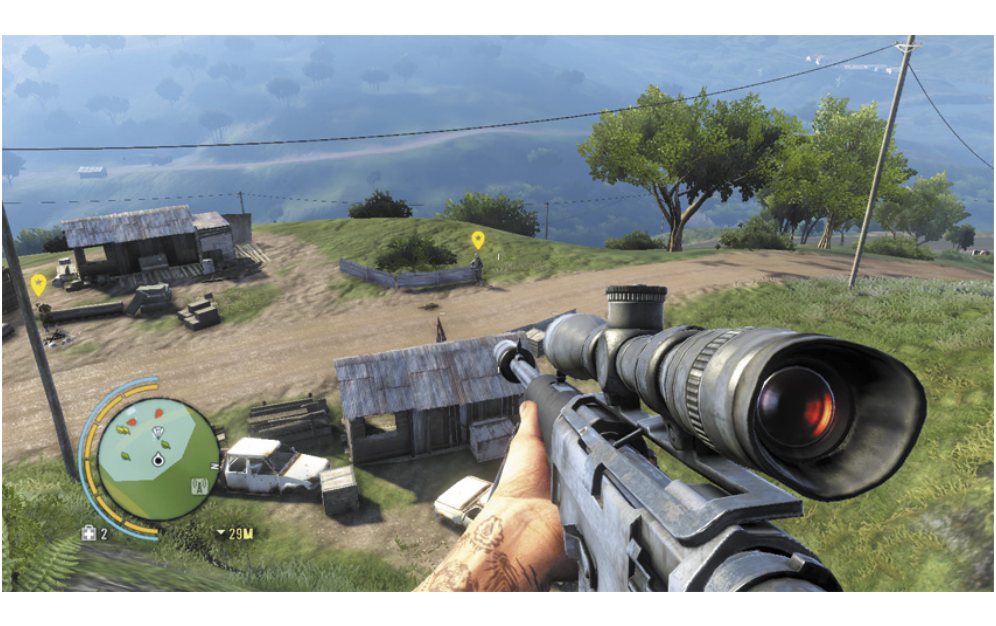
Note

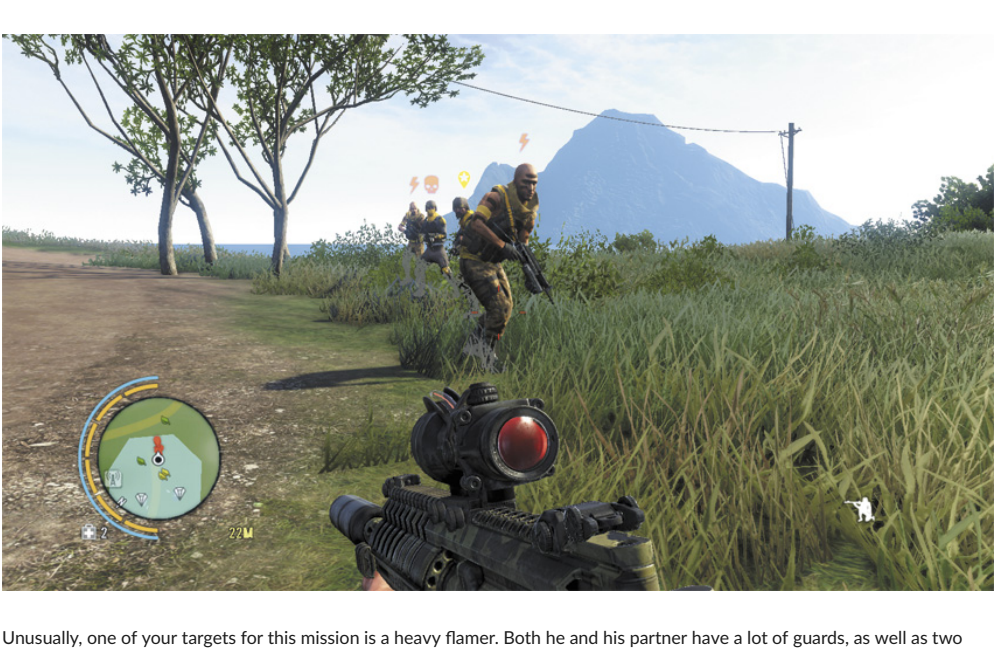
Starting now, most of the bounties on the South Island are a two-for-one deal. When specified, you must eliminate both commanders to complete the mission.

Break Point Docks #1

Reward: $500



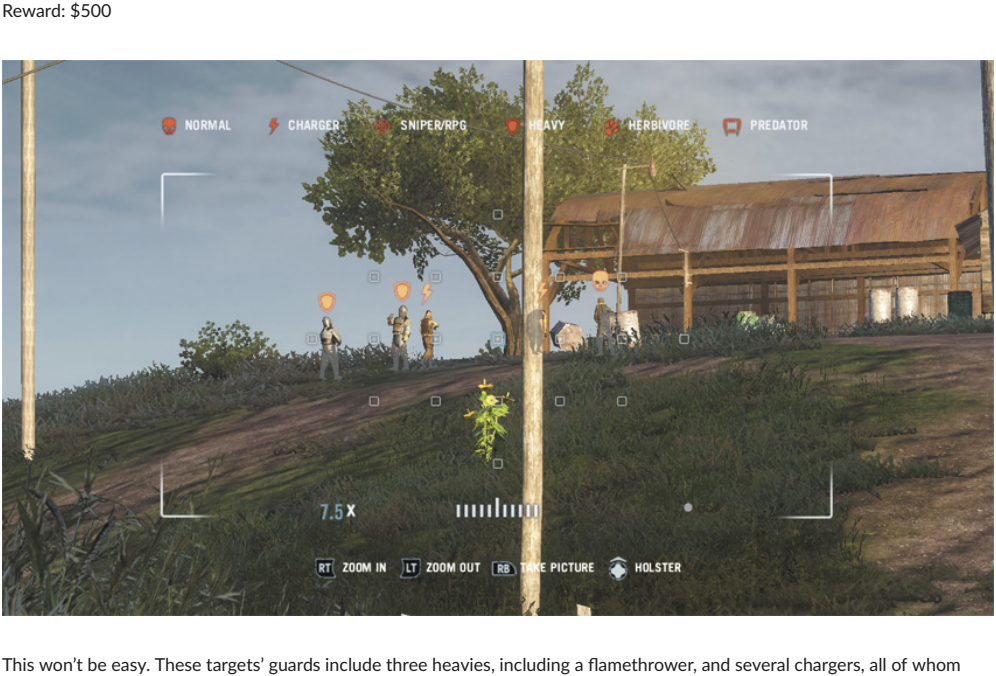




Unusually, one of your targets for this mission is a heavy flamer. Both he and his partner have a lot of guards, as well as two guard dogs, and they're watching each other's backs across a road at the top of a high hill. The heavy makes things a little easier on you by occasionally patrolling to the far end of the area, where none of the guards tend to go, but this is still likely to turn into a hairball.

Break Point Docks #2

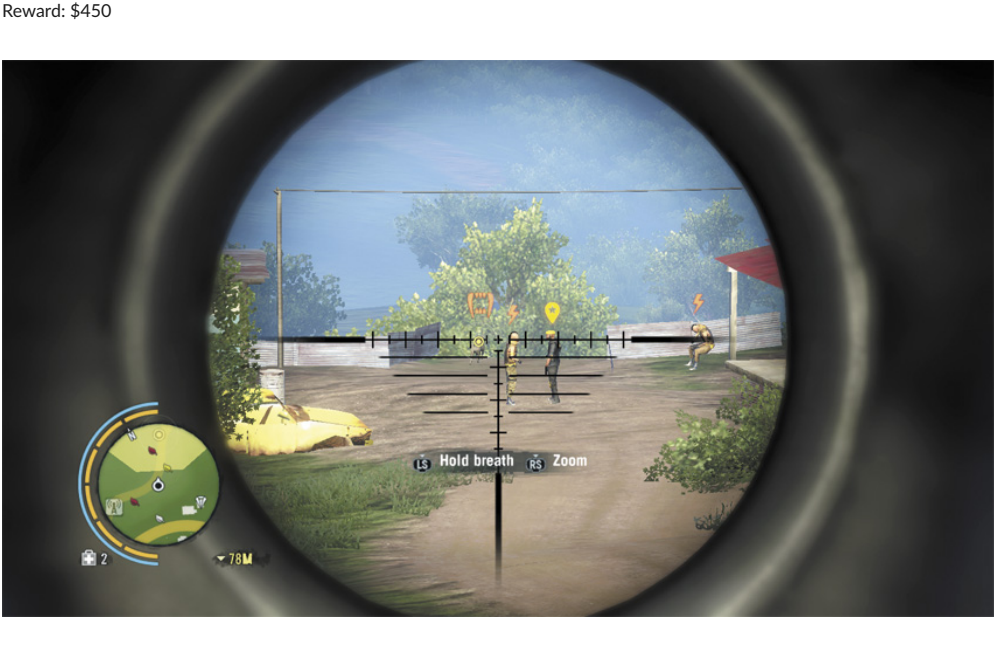
Reward: $500

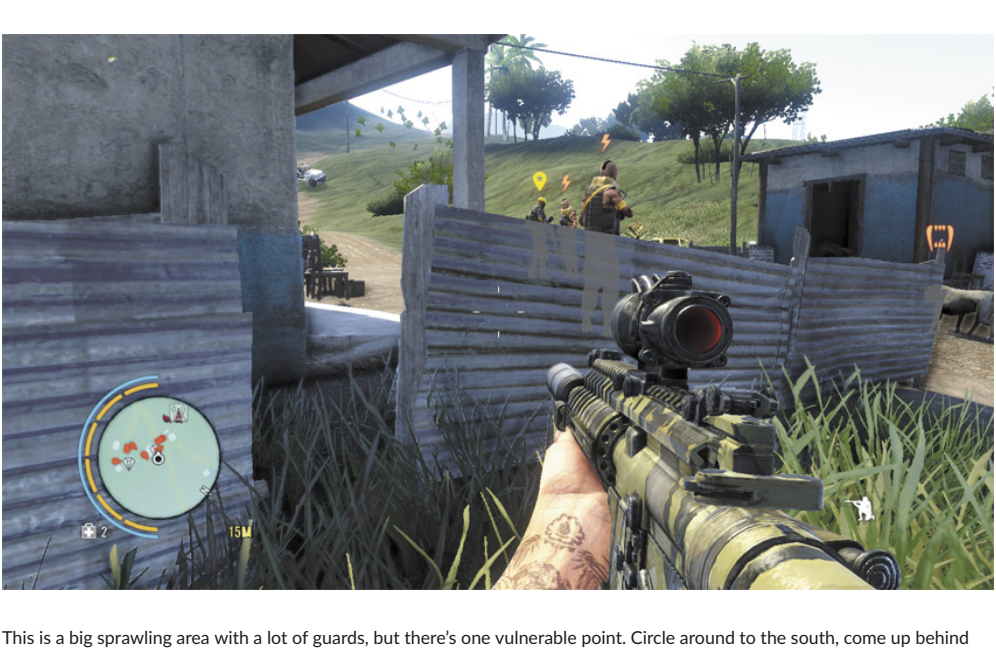


This won't be easy. These targets' guards include three heavies, including a flamethrower, and several chargers, all of whom surround a farmhouse that contains two separate targets. You can approach it from the north without real difficulty, at least compared to the southern road, but getting in and out without an all-out firefight is close to impossible. This is another target where you'll want to use land mines and sniper fire to whittle away at the reinforcements before fading out, then coming at them from another angle and finishing the job.

Longshore View

Reward: $450



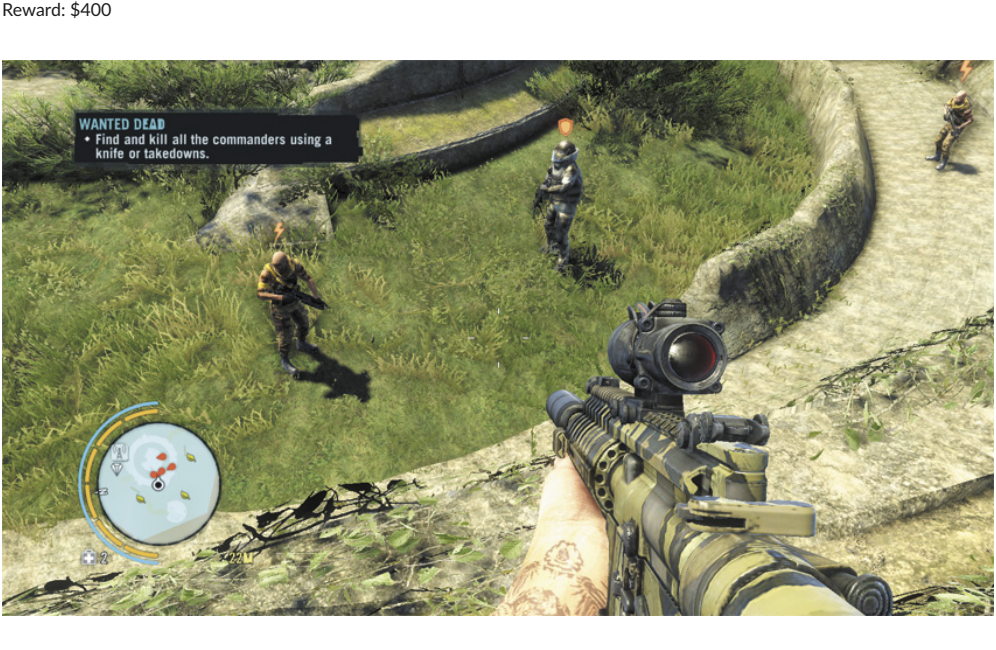


This is a big sprawling area with a lot of guards, but there's one vulnerable point. Circle around to the south, come up behind the seated guard near the commander, hit him with a Takedown, and throw his knife into the commander's head. Then fade away.

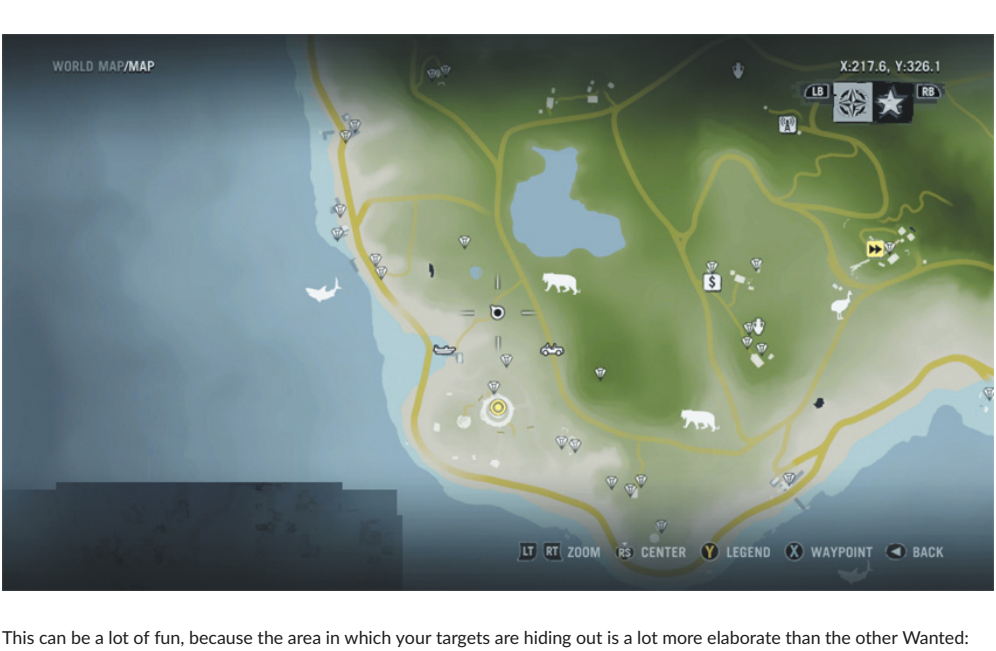
At this point, the other commander holes up on the south end of the camp and lets his men try to flush you out. That's a good opportunity to get the drop on him and finish the job.

Maw Docks & Repairs

Reward: $400



WANTED DEAD
• Find and kill all the commanders using a knife or takedowns.

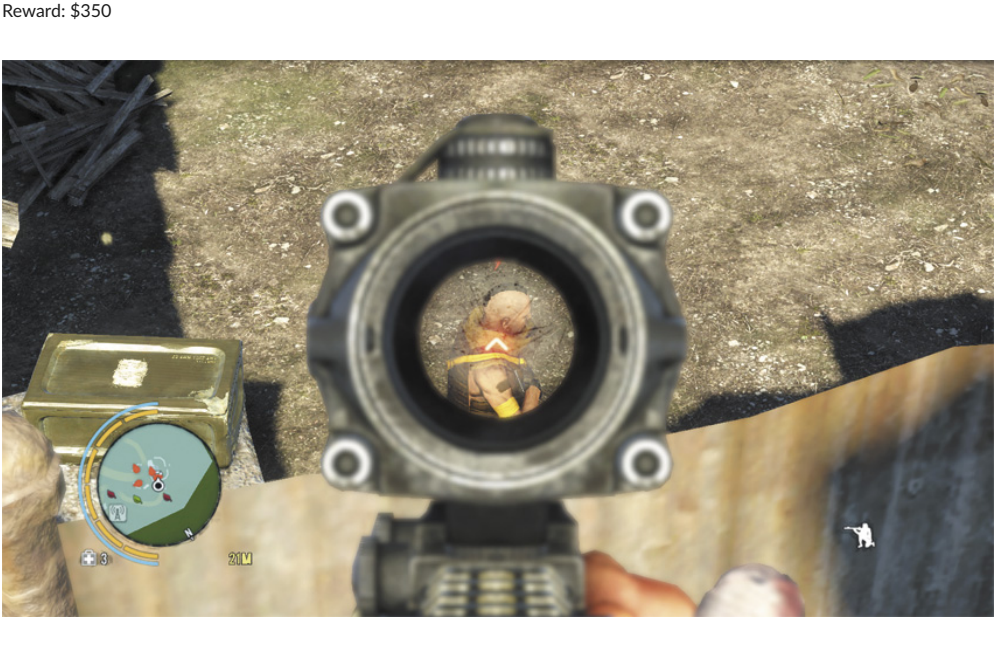


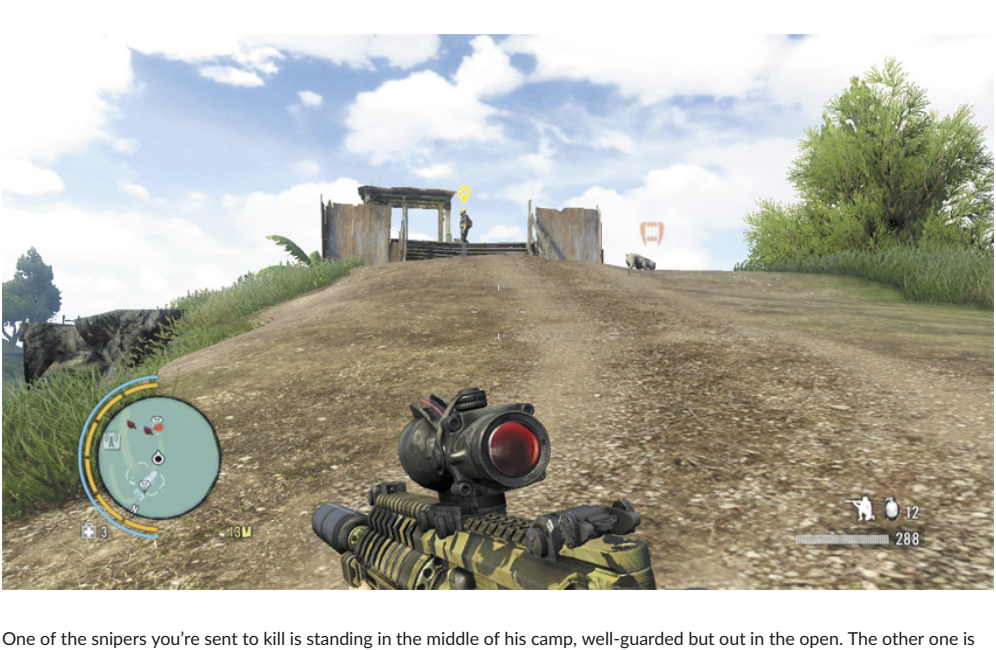
This can be a lot of fun, because the area in which your targets are hiding out is a lot more elaborate than the other Wanted: Dead missions. They're holed up inside an old bunker complex from WWII, and you can gain access to it through an underground lake north of the target zone. If you zoom your map all the way in, you can just barely see its western entrance as a black line. (A Relic, Spider #19, is located inside the same cavern.) If you enter and swim to its southern end, you can access the bunker through an underground tunnel and no one will see you coming. You'll get the drop on one of your targets, a heavy flamer, and be able to disable him without an issue.

The second one's trickier, as he patrols outside near one of the old cannons, and there are a couple of chargers and another heavy flamer in his neighborhood.

Stubborn Kid Farm

Reward: $350



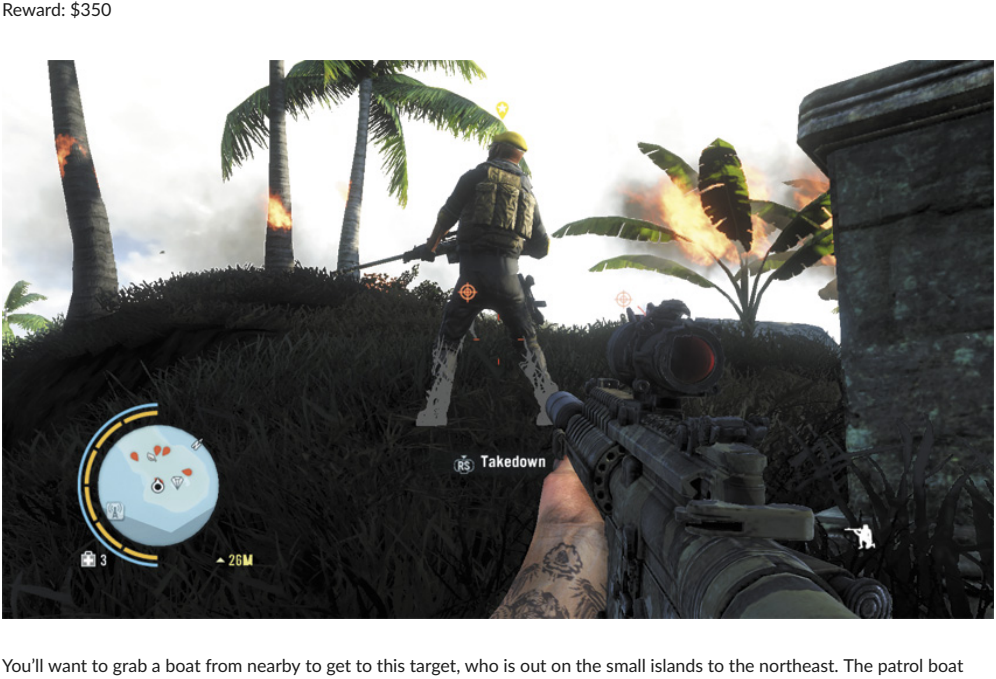


One of the snipers you're sent to kill is standing in the middle of his camp, well-guarded but out in the open. The other one is up in the sniper's nest on the southern edge of the area. Either way, a surgical assassination isn't really in the cards on this one.

If you sneak around to the north, you can take out one of their sniper backup without much risk of being noticed. From there, a silenced gun lets you pick off a few of the outliers before you go in to stab your targets.

Lonely Shore Way

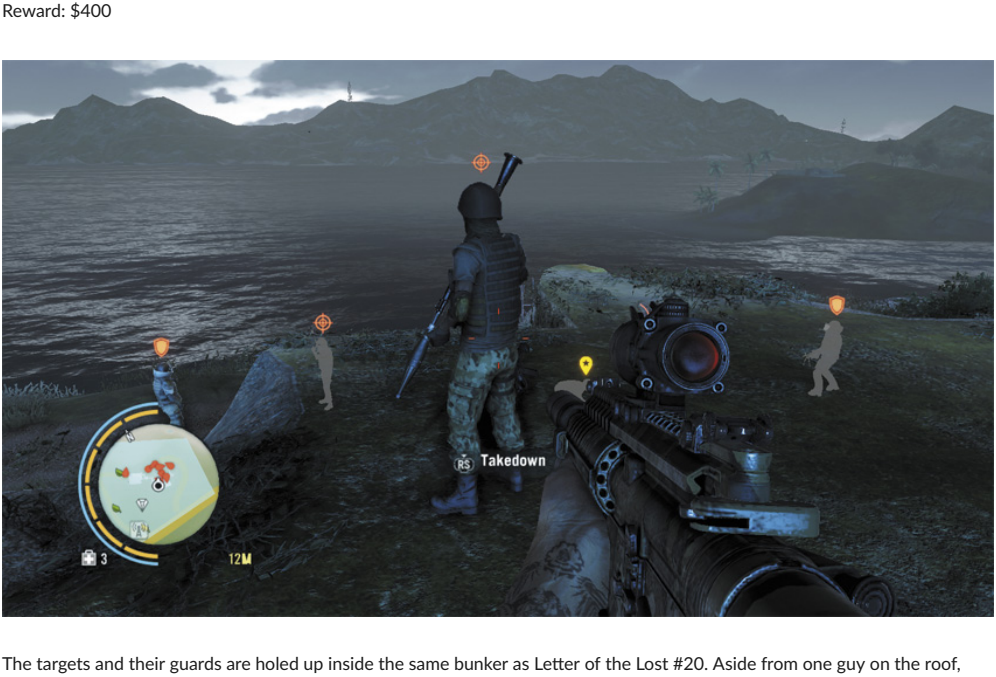
Reward: $350



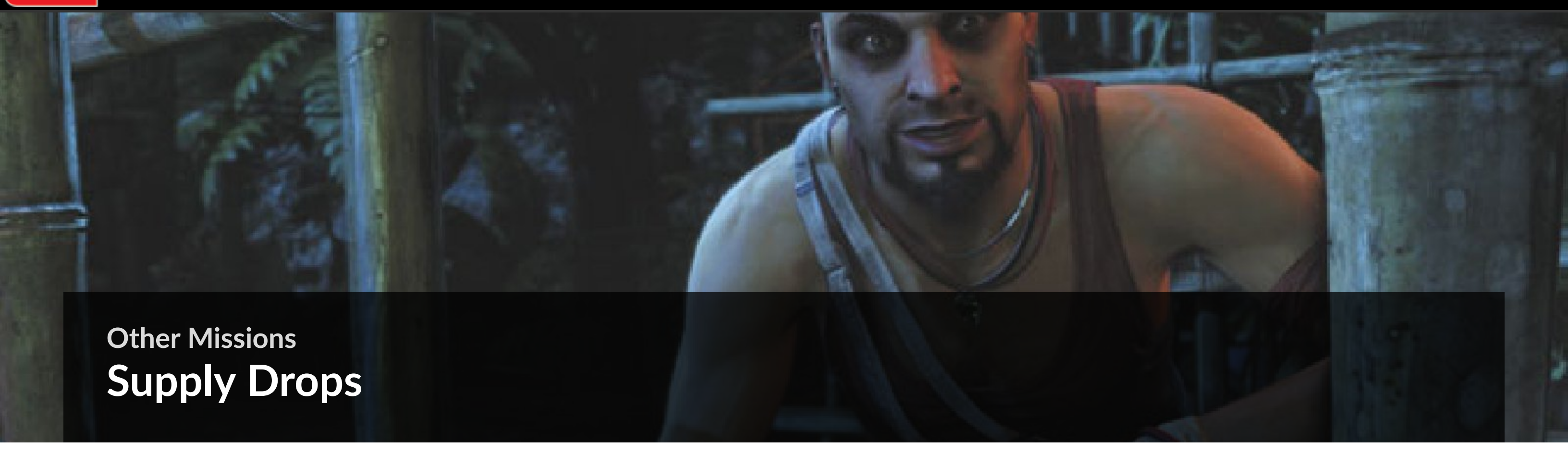
You'll want to grab a boat from nearby to get to this target, who is out on the small islands to the northeast. The patrol boat docked at Lonely Shore Way has a mounted gun on it, which is tempting until you realize that half the perimeter guards around your target are carrying RPGs. It's basically a sniper surrounded by a ring of snipers, which changes things up. You can counter-snipe them from the water or from the island to the west, but you can't creep up on them from any other direction than the path up from the west due to the height of the surrounding bluffs.

East Ridge Camp

Reward: $400

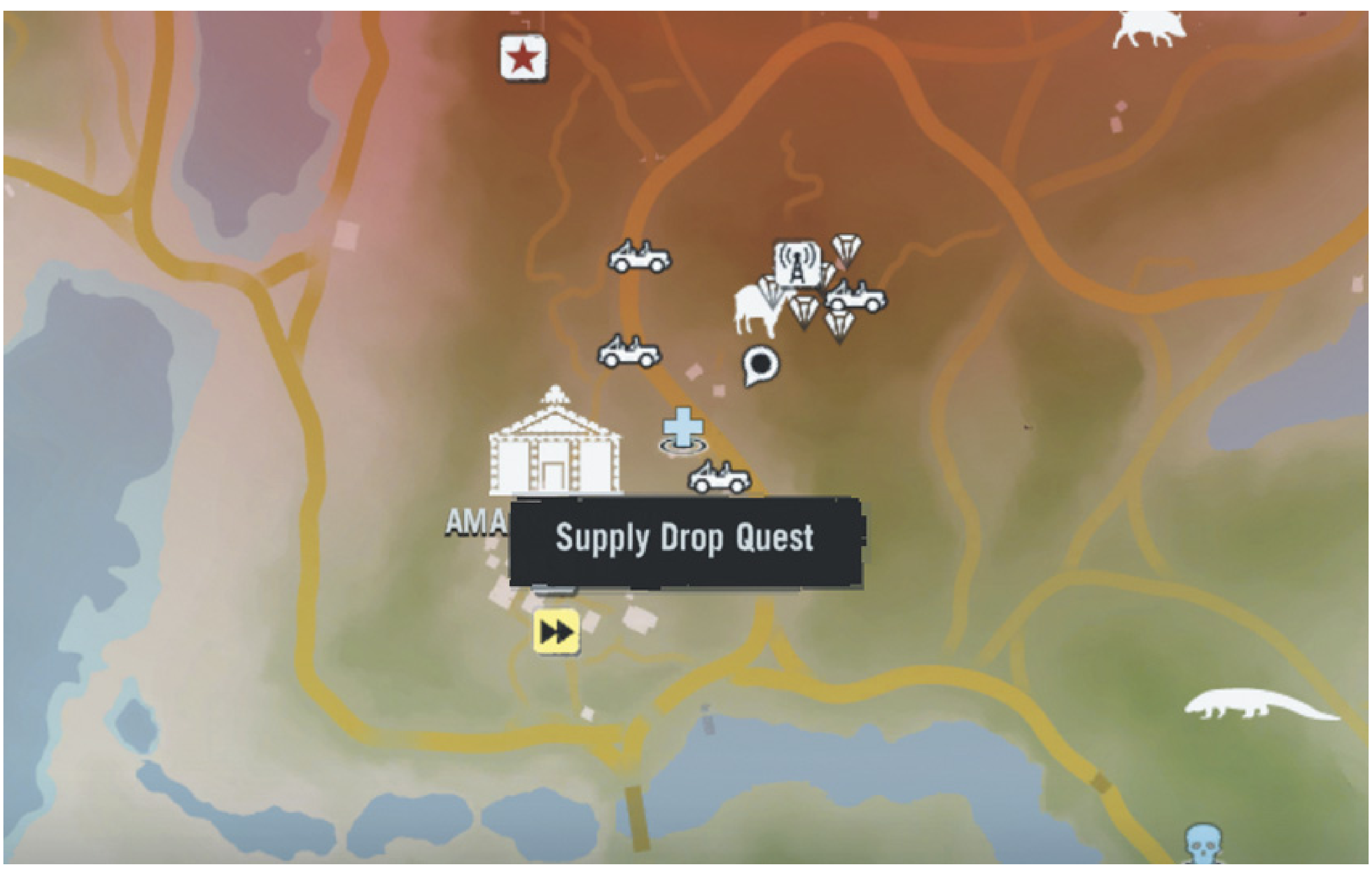


The targets and their guards are holed up inside the same bunker as Letter of the Lost #20. Aside from one guy on the roof, they're all watching the water and aren't looking for anyone to come in from the south, and were it not for Rakyat tradition you could just use one C4 charge and take out most of the camp. Instead, if you drop in via the roof and kill the RPG guy up there, you can use Death From Above to eliminate the first commander via a sudden surprise attack, then wipe out the others with a standard assault.



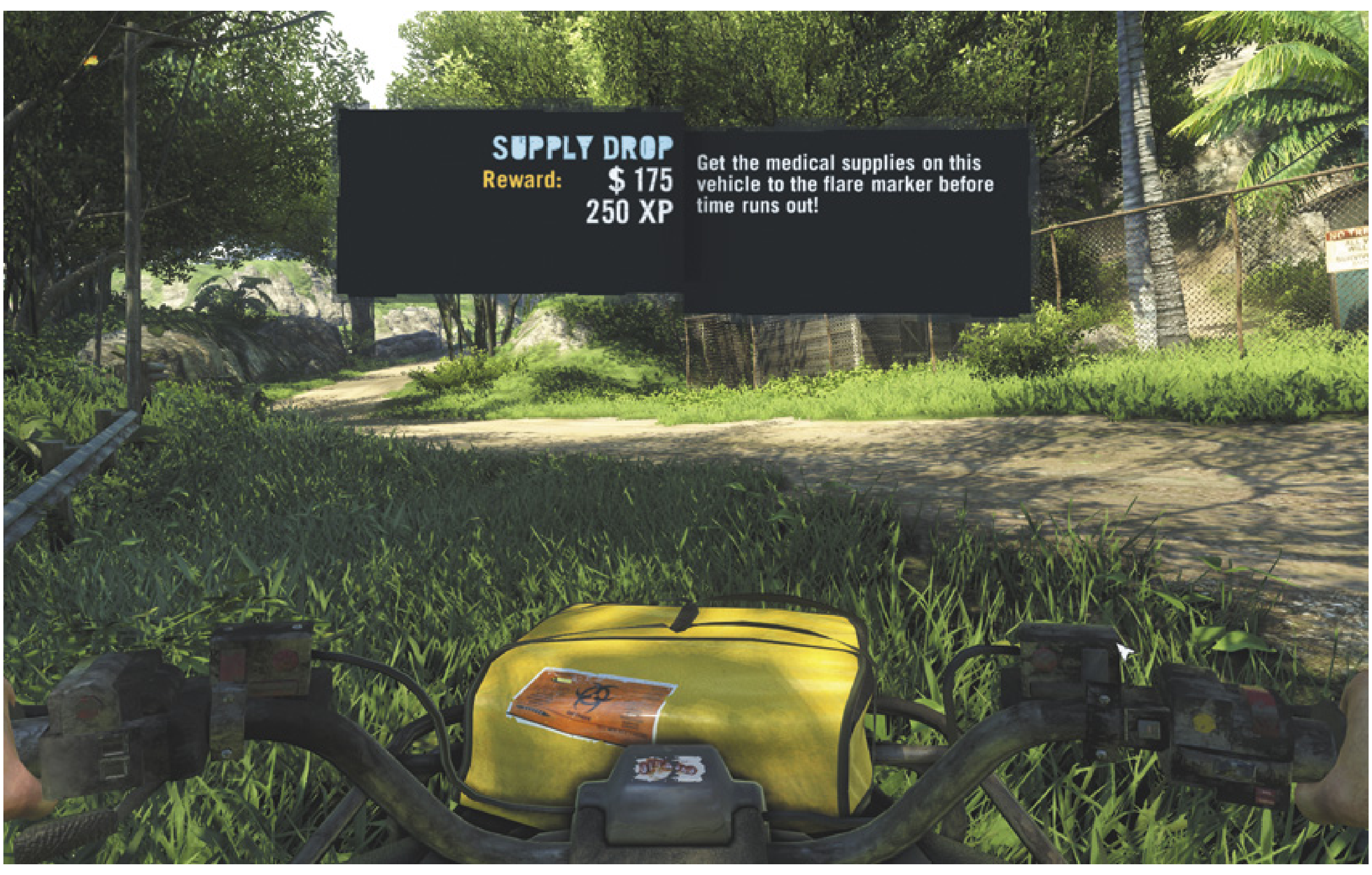
Other Missions

Supply Drops



Every time you disable one of Vaas's radio scramblers, you also open up a Supply Drop mission. Somewhere nearby, the Rakyat have an urgent delivery to make, but their delivery man has been killed. It's up to you to finish the job.

The starting point for it is found somewhere near the radio tower, typically at its base or somewhere near one of the ziplines attached to its top, and is labeled on your map with a ✚ . The goal is simple: get from point A to point B as fast as you possibly can. Your route to your goal is indicated by lit flares scattered across the road, as well as target indicators on your minimap.



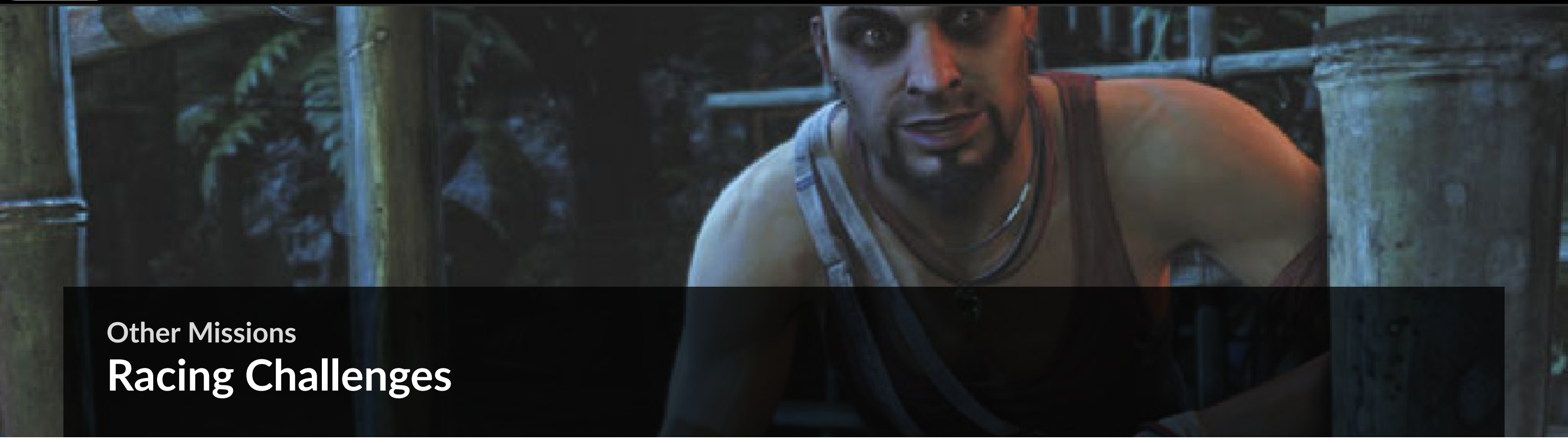
SUPPLY DROP
Reward: $ 175
250 XP
Get the medical supplies on this vehicle to the flare marker before time runs out!

The point of a Supply Drop is to deliver the medical supplies inside a yellow backpack, which can be found in or on the vehicle required for the Supply Drop. You must get that backpack, and thus the vehicle, to the final stop, although it does not have to be in good condition when you get it there. As long as the backpack is fine, you can leave the vehicle in a smoking heap at the finish line and receive full credit. You cannot, however, finish a Supply Drop on foot after you've wrecked the vehicle.

The time limit on Supply Drops is very tight, often clocking in under 90 seconds. You do not have to touch every flare along the path in order to succeed; in fact, if skipping a flare saves a couple of seconds, you should do that whenever possible. If you run into trouble on the road, such as stray buffalo or armed pirates, or if you crash or roll your vehicle, just restart the mission. You'll lose too much time to have any real chance of completing it. That also means that you cannot simply power through the entire run with your foot all the way down on the accelerator, as many of the Supply Drops are done on trikes or ATVs, and those are just as rollover-prone in-game as they are in real life.

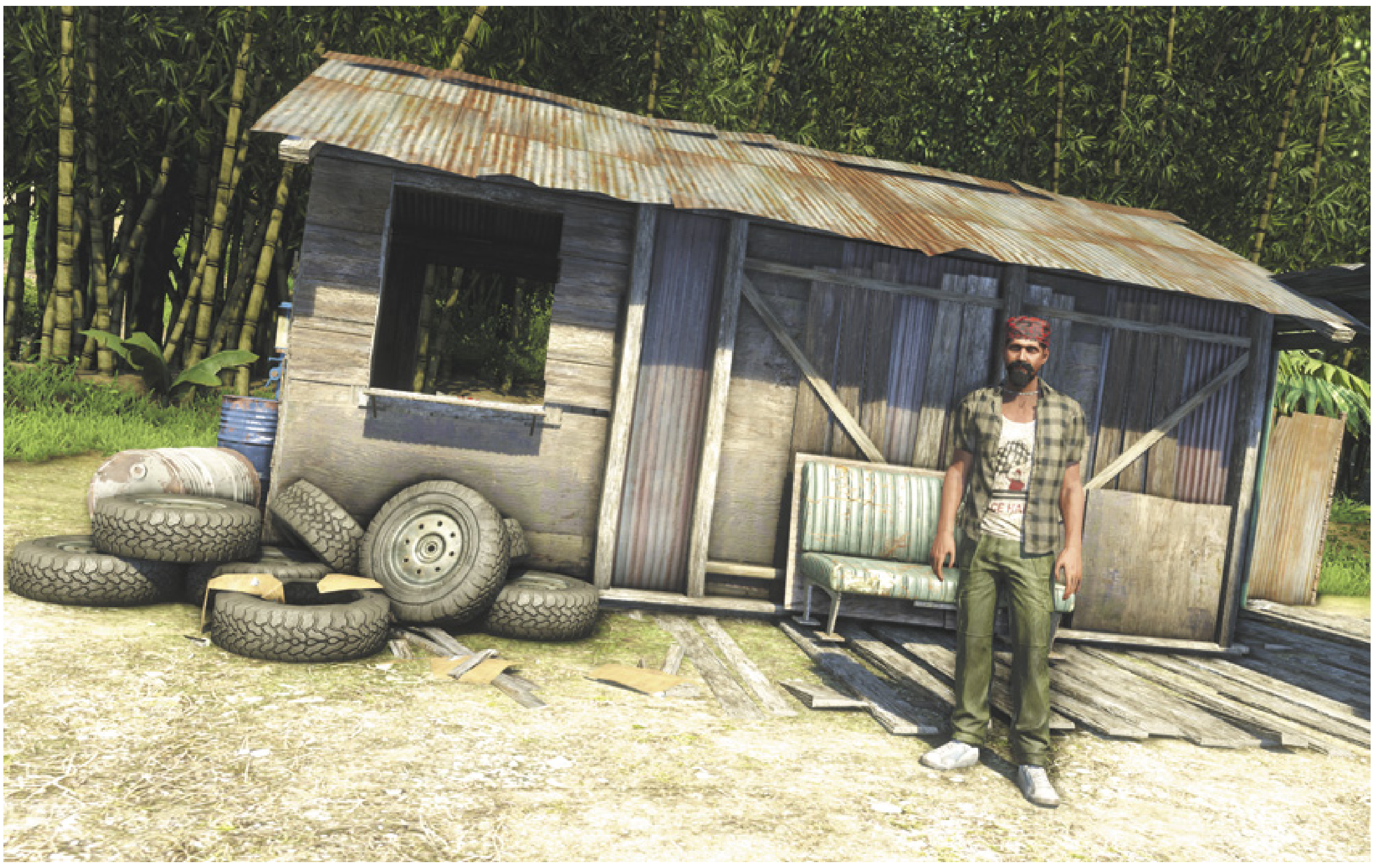
One helpful trick, particularly early in the game when the pirates control more territory, is that any random encounters that have spawned in the general area of a Supply Drop will vanish if you manually restart the mission. This includes armed opponents along the road, who can inflict enough damage on your vehicle that it may get totaled before you reach your goal.

You get 250 EXP and a small sum of money ($175 to $500) for finishing a Supply Drop. To earn the Road Trip Achievement/Trophy, complete any Supply Drop quest. You must also complete three of them to unlock the Adrenaline Surge skill for purchase, which vastly speeds up the rate at which partially depleted health blocks regenerate. If you complete all eighteen Supply Drops, it counts towards 100% completion in your Handbook but has no other benefits.



Other Missions

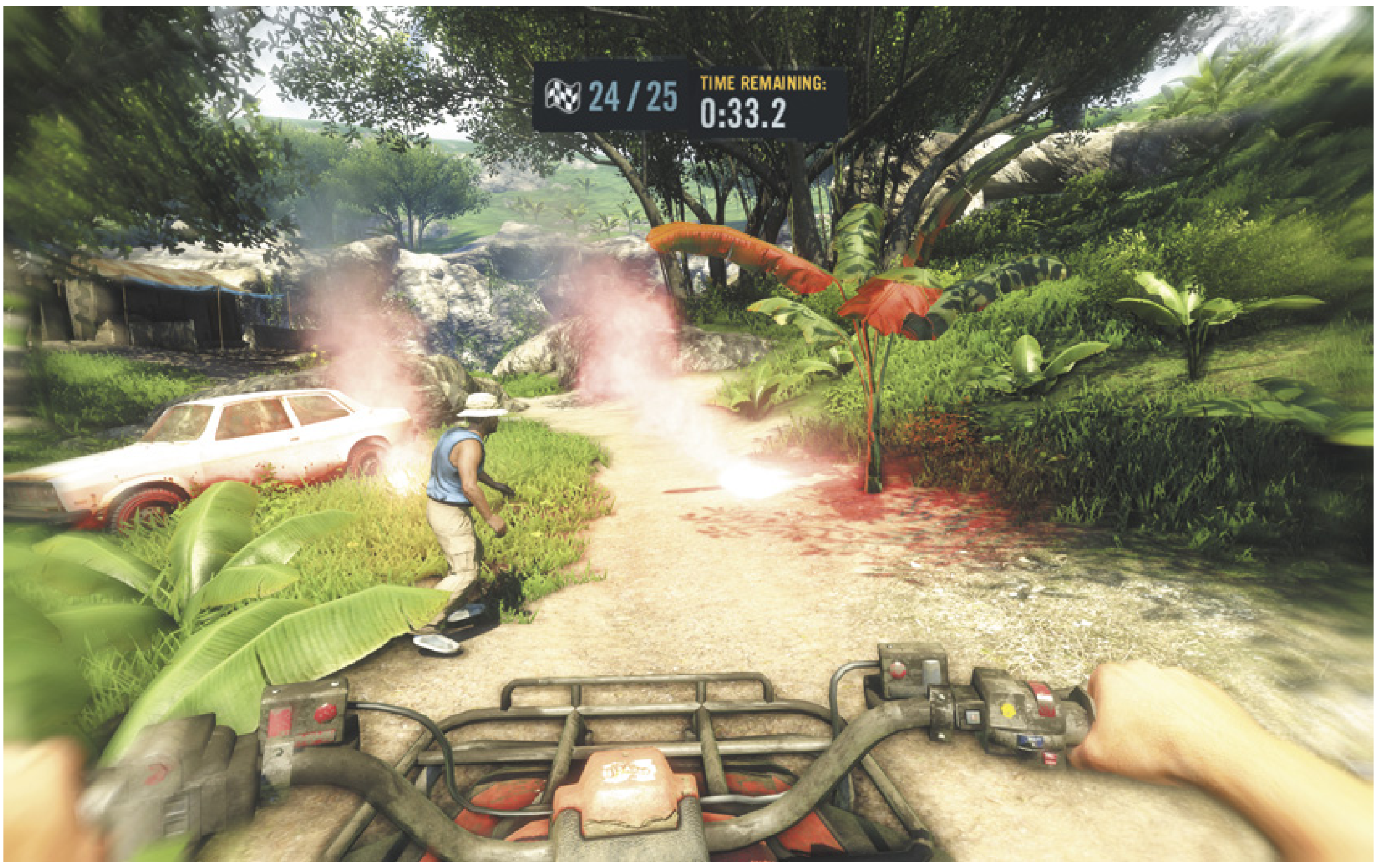
Racing Challenges



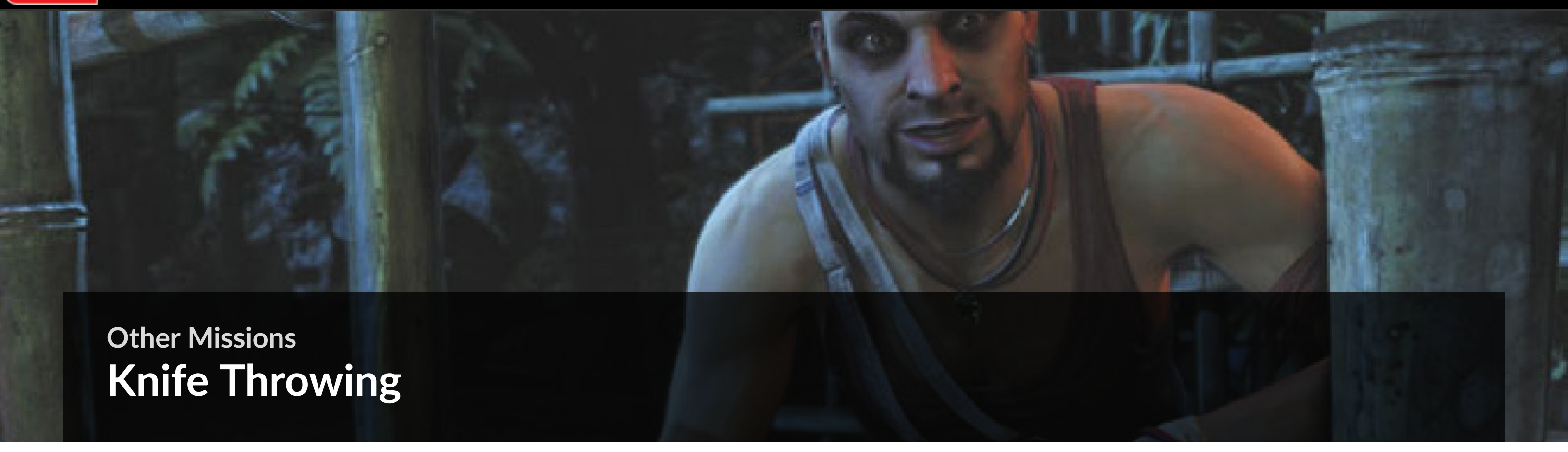
If you'd like to make a little money on the side, several civilians throughout the island are hosting a series of racing challenges. These are activated by clearing out various outposts in the same general area, and take the form of a wager between you and the race director. If you can complete a one-way course through the island before time runs out, you win.

You can run a challenge course for free as many times as you want, or put down $50, $100, or $200 as a wager towards your success. Victory earns you that much, while defeat means you lose your money.

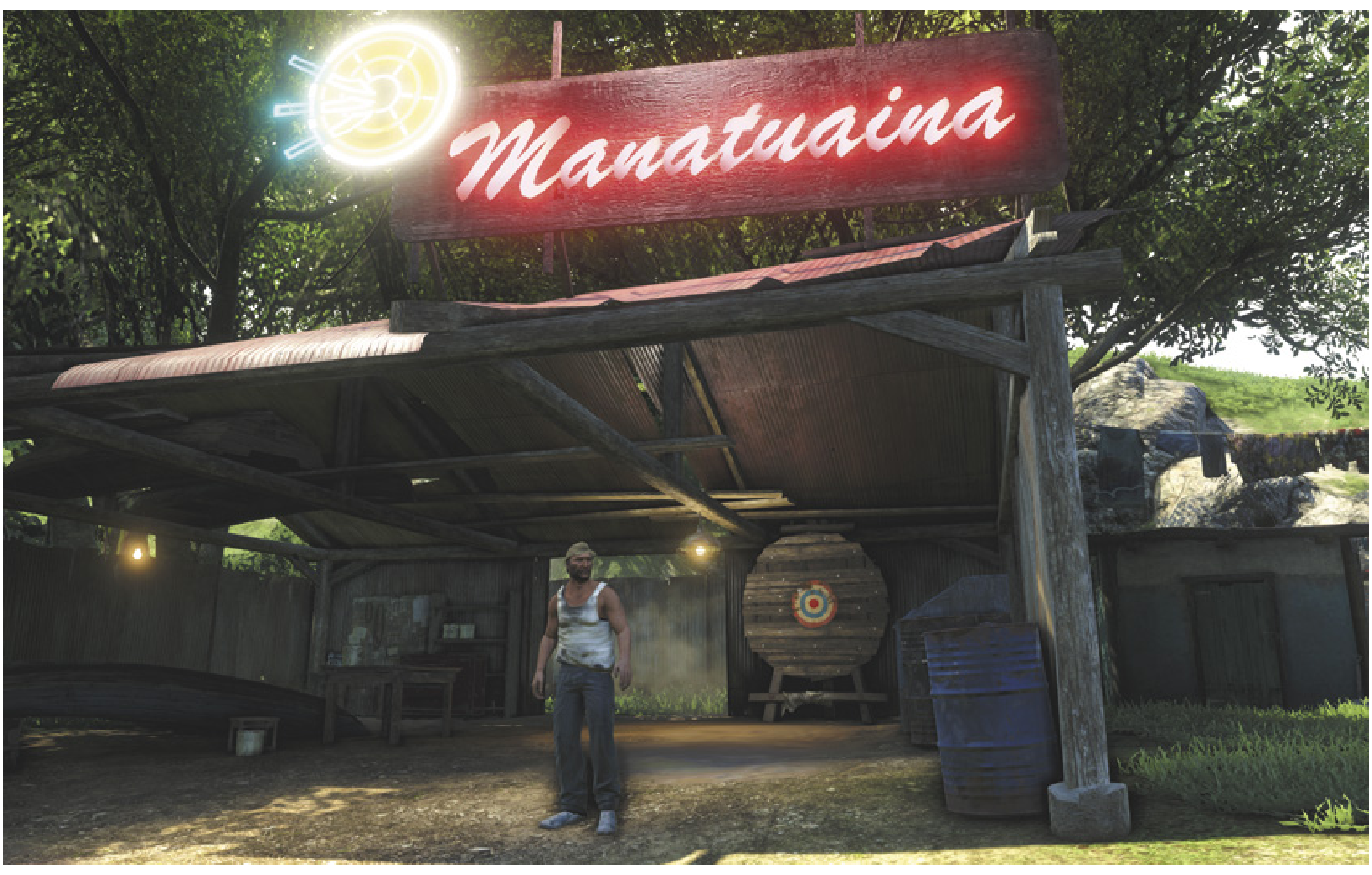
Unlike Supply Drops, success in a racing challenge is tracked by hitting markers on the course rather than simply reaching the finish line. As such, you cannot skip any of the markers and still complete the race.



Racing challenges are strictly for fun and provide an entertaining diversion from the life-or-death nature of most of the other side missions in Far Cry 3. Your success, failure, or complete avoidance of these minigames does not affect your completion rate, does not unlock any bonuses, and has no associated Achievements or Trophies.

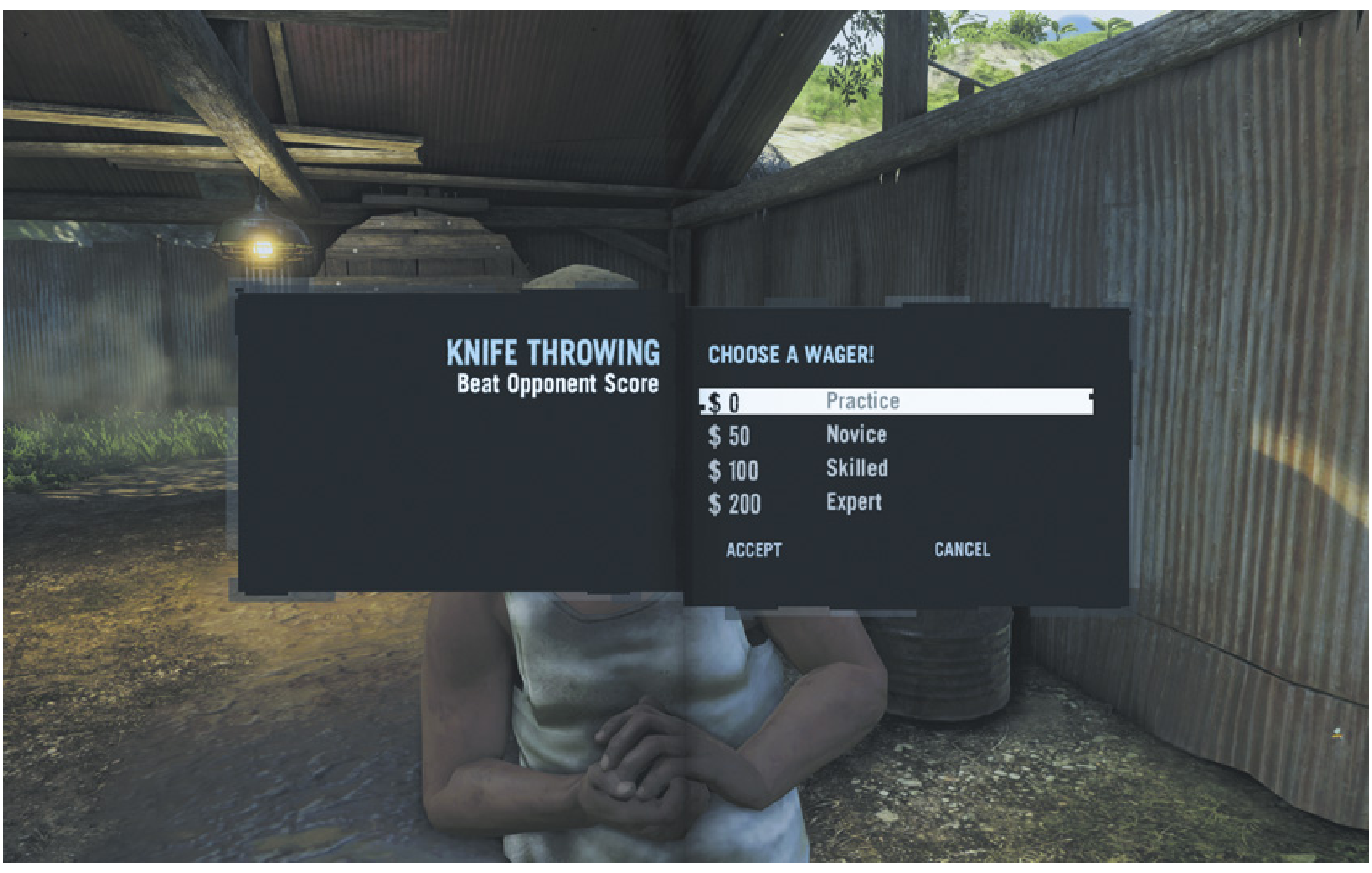


Knife Throwing

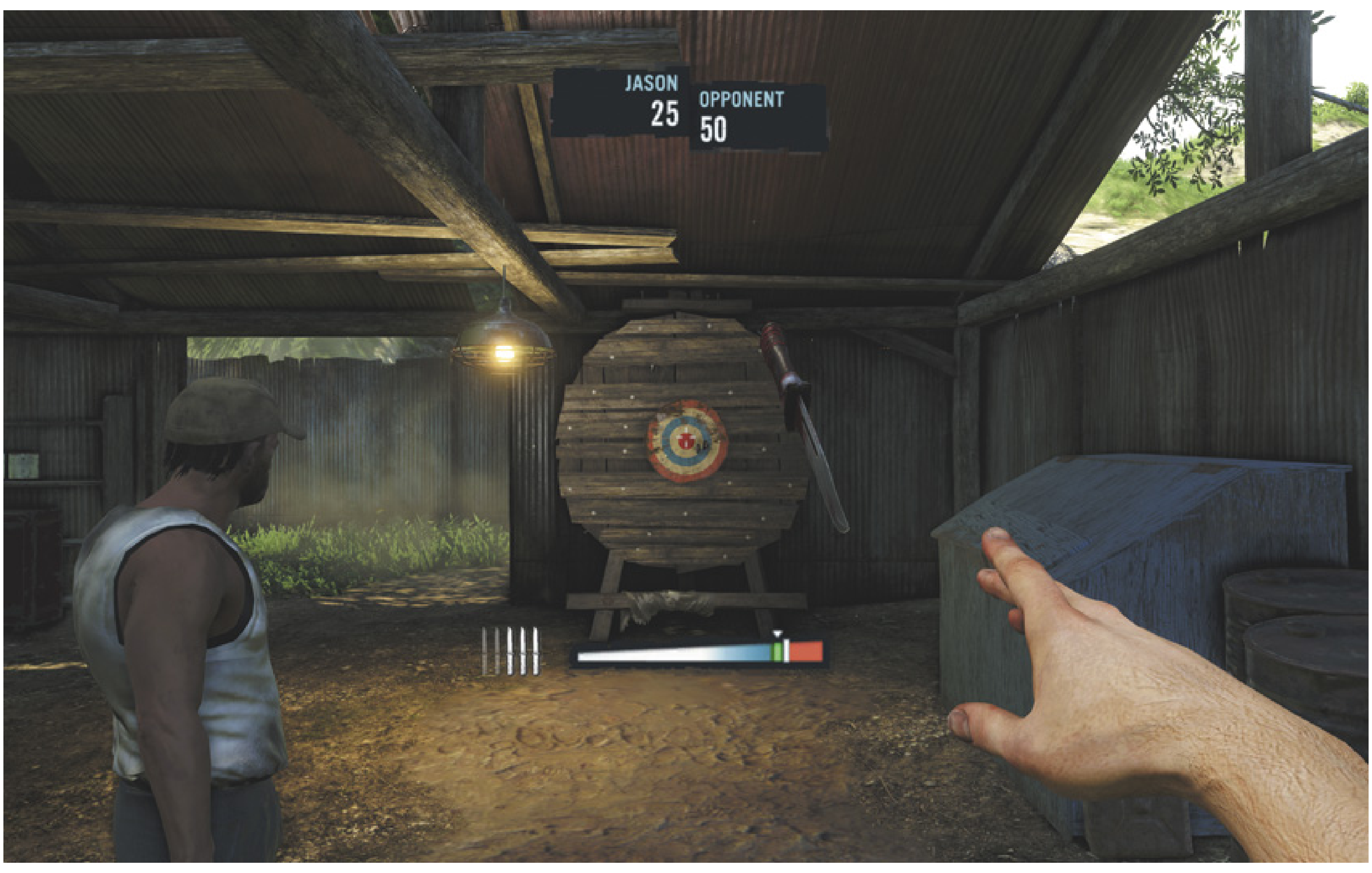


Everyone on Rook Island tends to do at least a little hunting or fishing, so everyone also tends to carry a knife. It makes sense they'd take up competitive knife throwing.

You unlock a Knife Throwing minigame in Amanaki Town by clearing the "Secure the Outpost" story mission (pg. 105), and as you retake the island from Vaas and Hoyt, more villagers will show up looking for a game. Knife throwing is marked on your map with a ◎ .

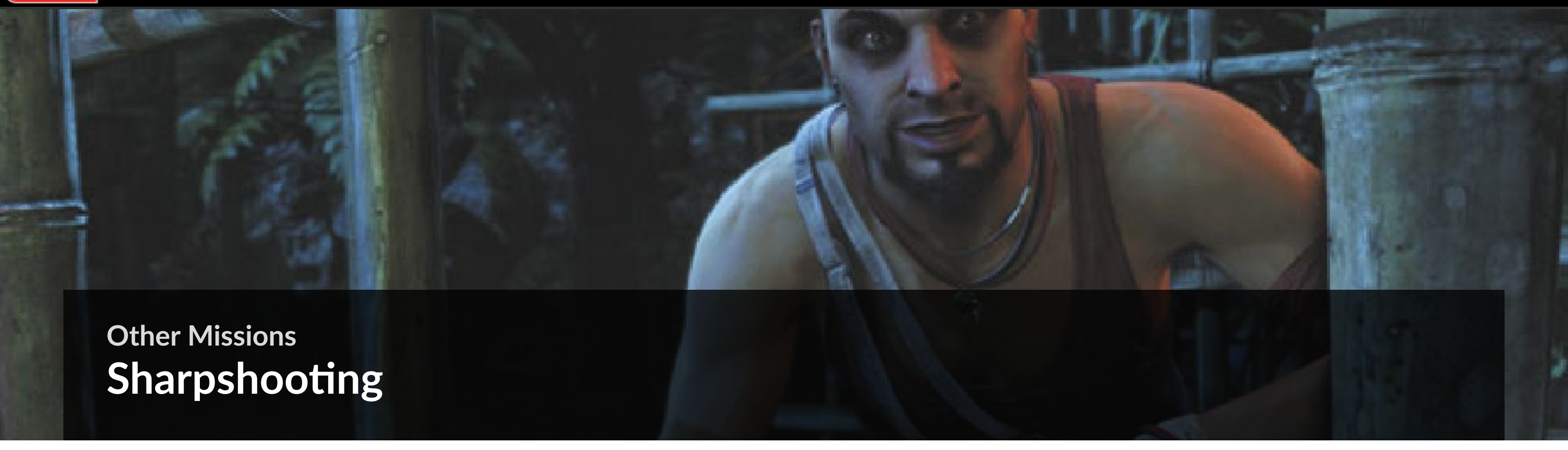


Wherever you play it, the game's the same; challenge an islander to some target practice and put a little cash down on the outcome. You can run as many practice rounds as you like for free, or bet $50, $100, or $200 with the guy running the game.

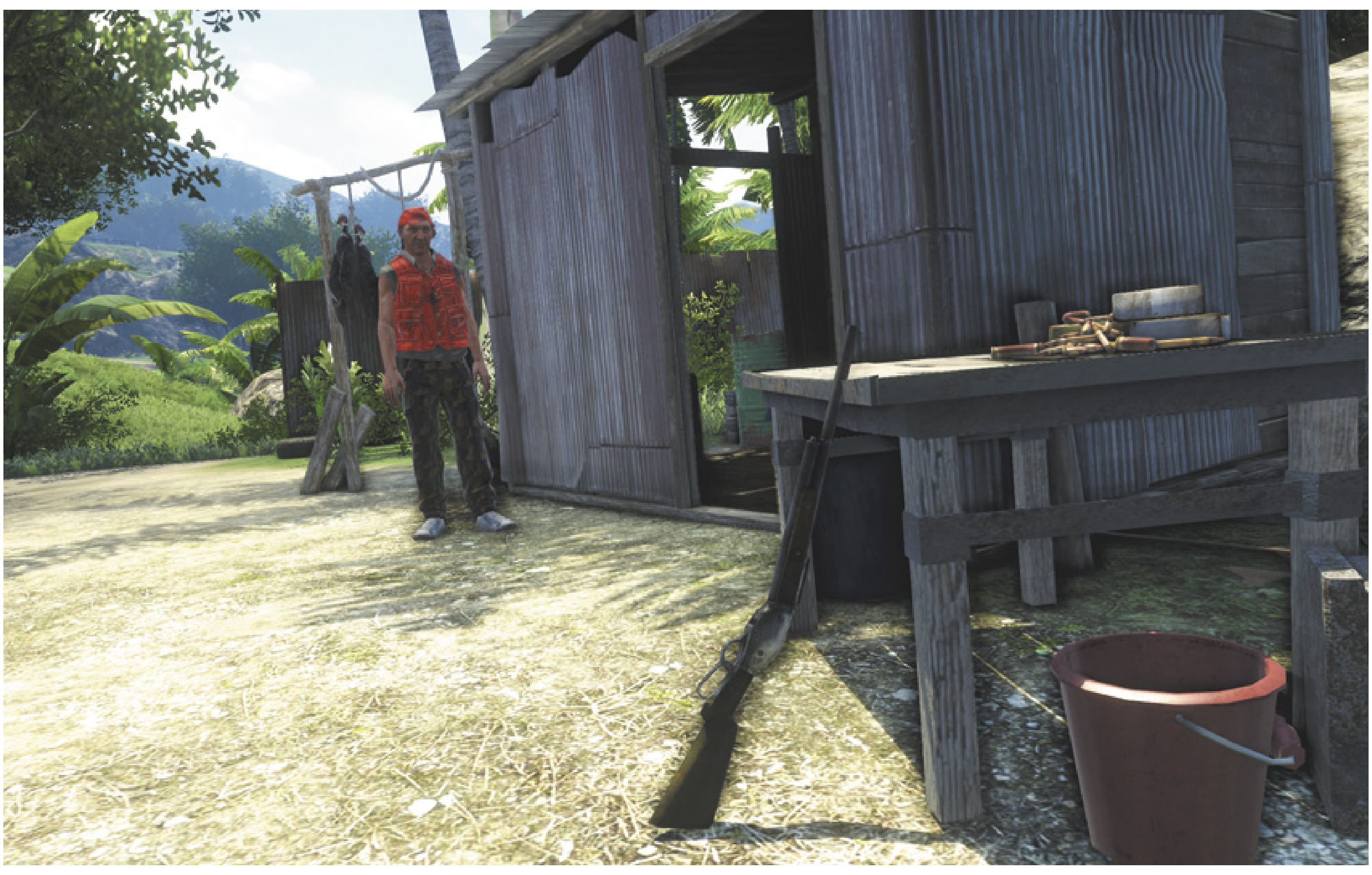


When you push the button to throw your knife, a slider appears and travels along a gauge. The sooner you throw, the less power Jason puts into it, but if you wait to release until you're in the red zone, you're likely to miss the target entirely. You score 5 points for a hit on the outer ring, 10 for a hit on the white ring, 25 points if you hit the inner white ring, and a cool 100 points for a bullseye.

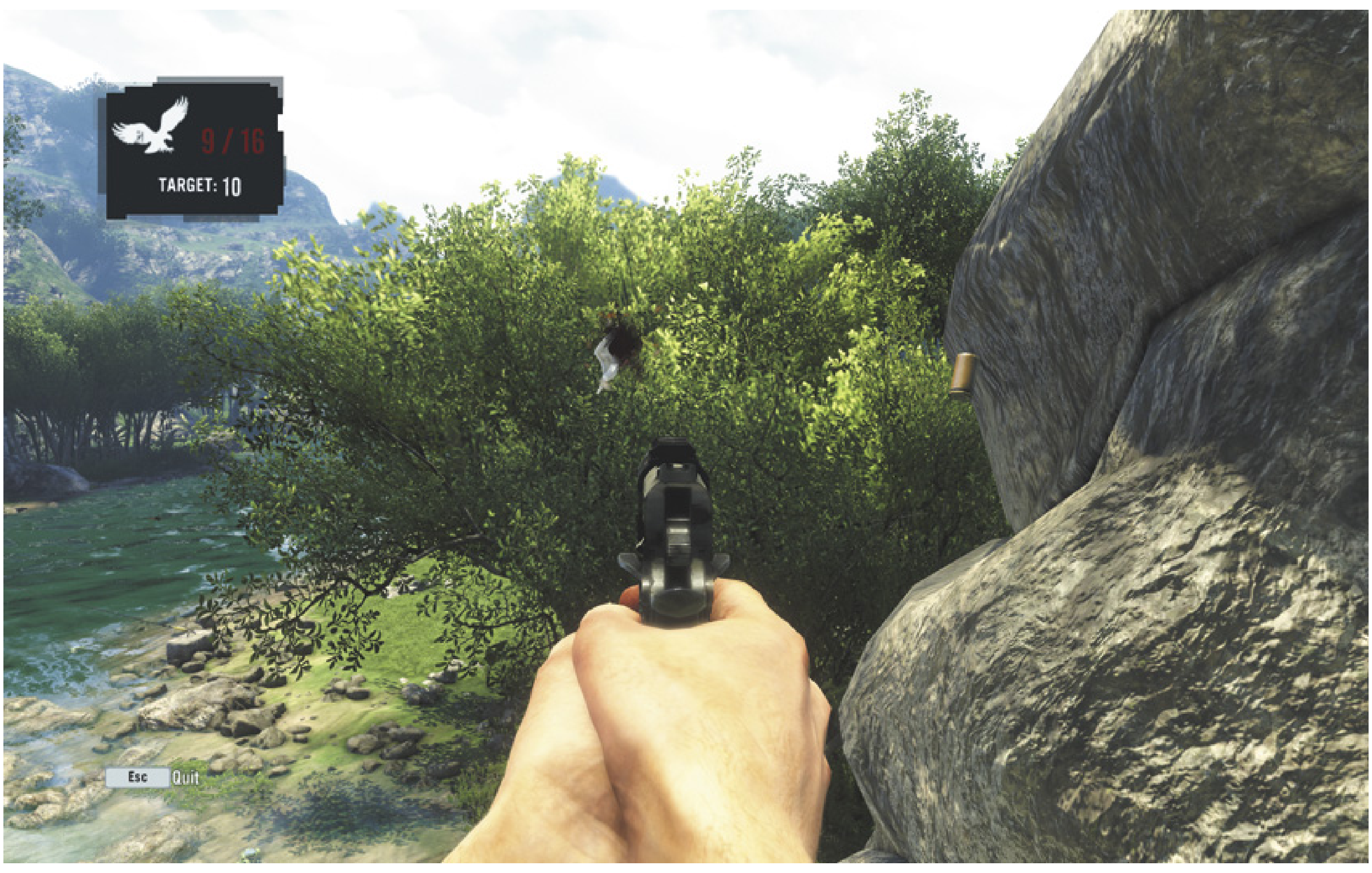
Knife throwing is a good way to earn some extra money early in the game. It takes some practice, but the AI does not get appreciably more skilled based upon the value of the wager. Your knife-throwing record does not count towards any statistics tracked in the Handbook, and you do not need to play the game at all for 100% completion.

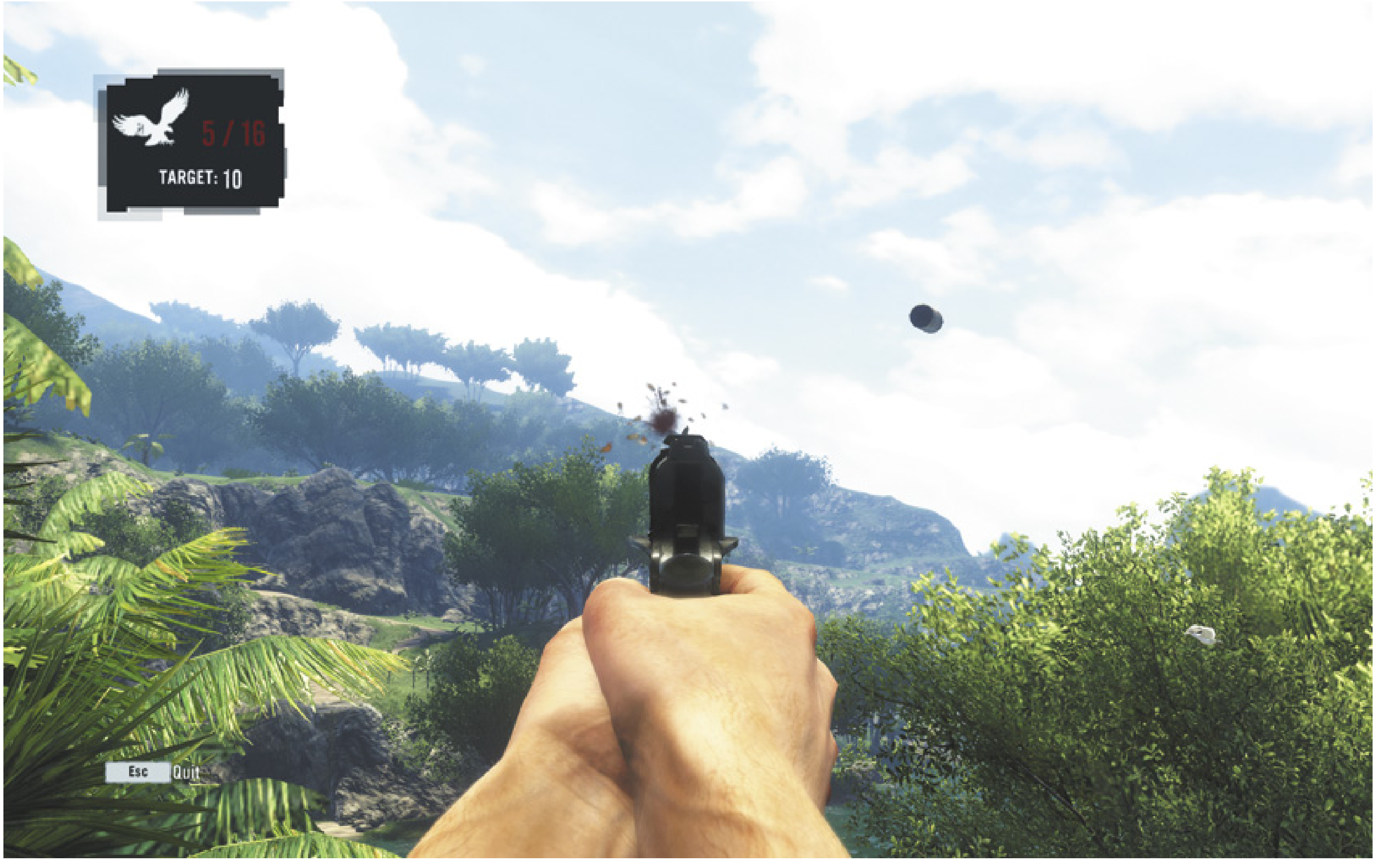


Sharpshooting

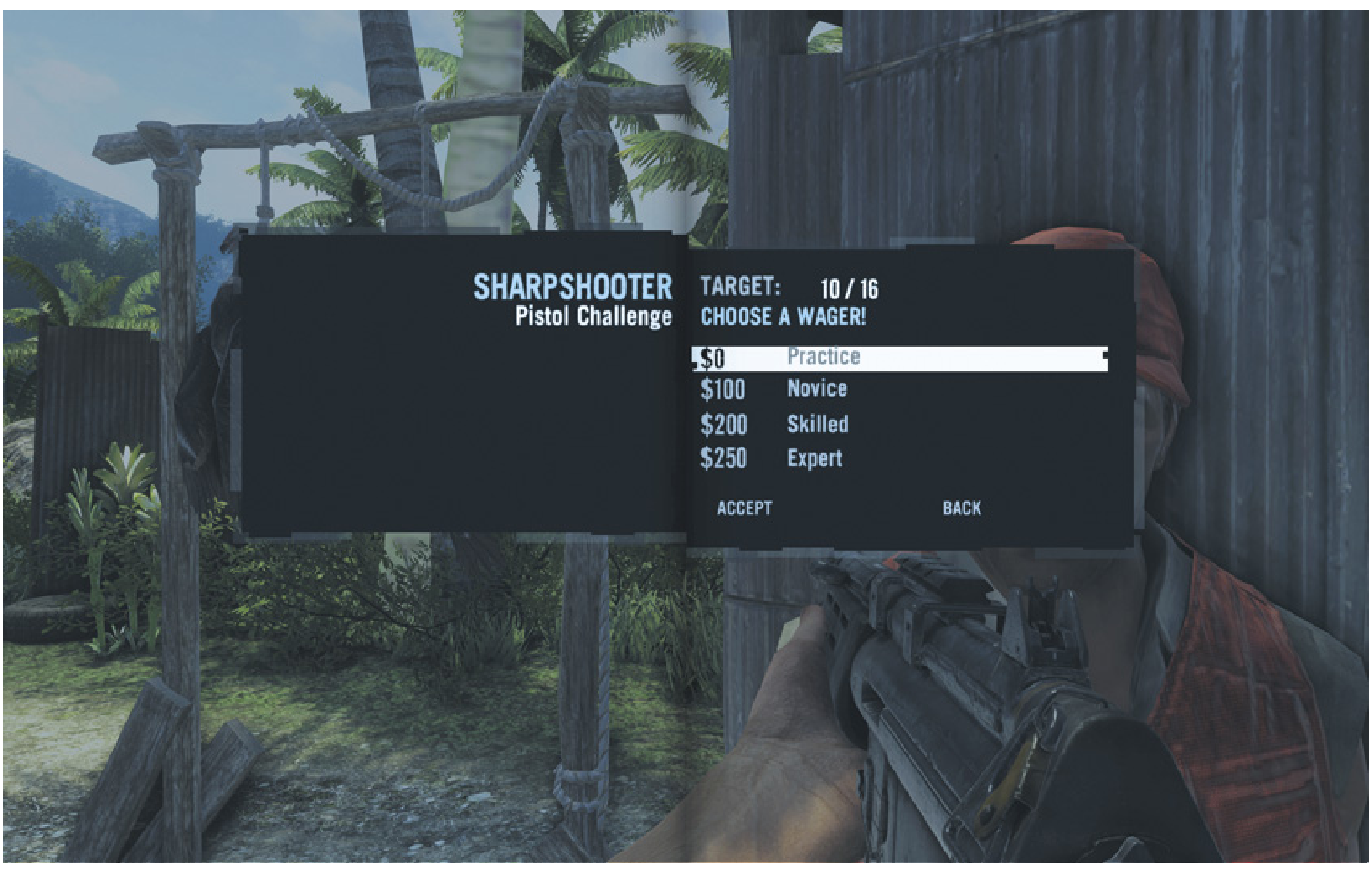


You can also wager some cash on a friendly test of your aim. As you liberate more outposts, civilians can move into the nearby abandoned houses and are willing to challenge your shooting ability. Once unlocked, a shooting challenge is labeled on your map with a ⌖ .


9 / 16
TARGET: 10
Esc Quit

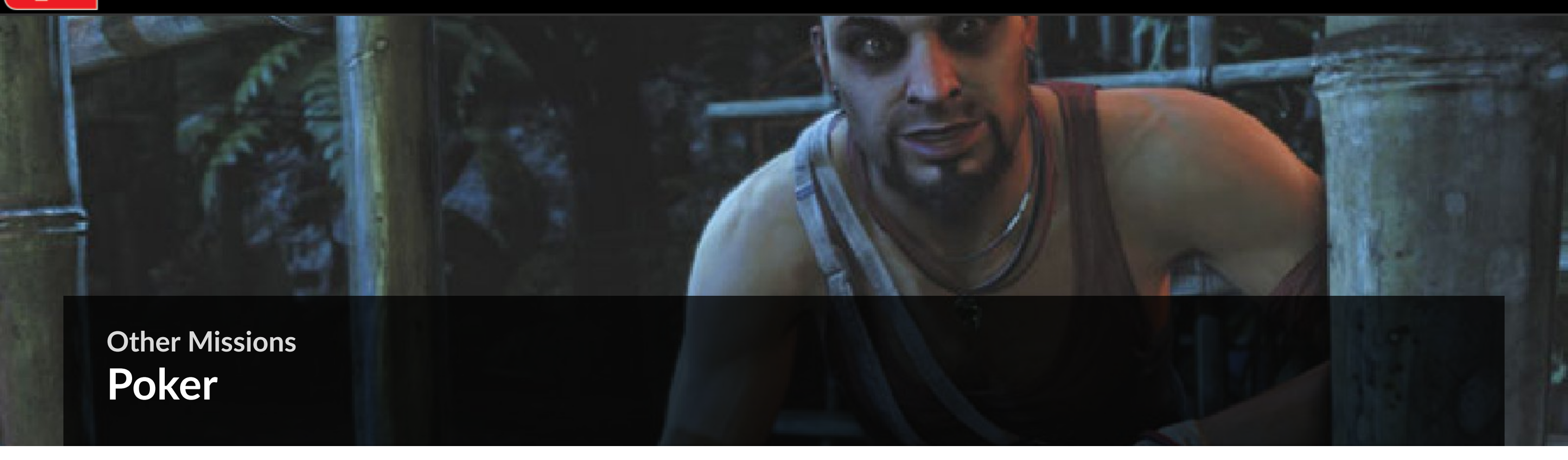

5 / 16
TARGET: 10
Esc Quit

Sharpshooting challenges come in three types: sniper rifle, pistol, and shotgun. In all three cases, you'll be skeet shooting, although Rook Island being what it is, they find it more cost-effective to use actual ducks. The targets are released from the sides of the screen and you've got until they get out of sight to destroy them.


SHARPSHOOTER
Pistol Challenge
TARGET: 10 / 16
CHOOSE A WAGER!
$0 Practice
$100 Novice
$200 Skilled
$250 Expert
ACCEPT
BACK

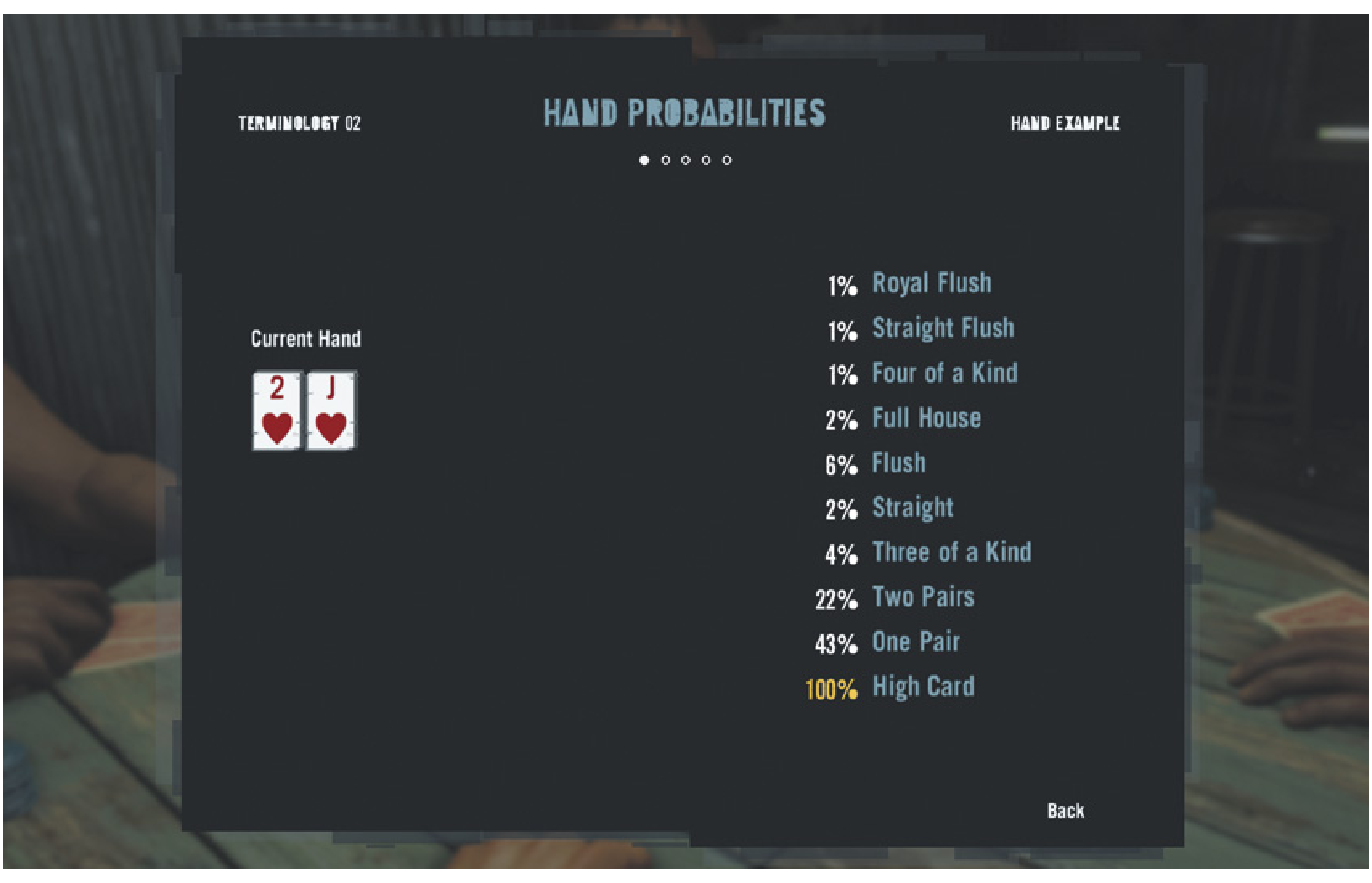
Depending on the amount of your wager, you must shoot eight, ten, or twelve ducks out of the sixteen released in order to collect on the bet. Back out early or miss the par and you lose the money you put up; succeed, and you win that amount. You can bet $50, $100, or $200 on a sharpshooting challenge, or try a round out for free.

Sharpshooting isn't tied to any Achievements, Trophies, skills, or other accomplishments. It's strictly meant for fun and to help hone your skills. If you can win an expert challenge with the sniper rifle, you're truly a master of this game.



Poker

If you'd like to take some time off from the relentless violence of everyday life on Rook Island, liberating various outposts around the island also gradually unlocks a few places you can visit to play some poker. These are labeled on your map with a ♠ .



TERMINOLOGY 02

HAND PROBABILITIES

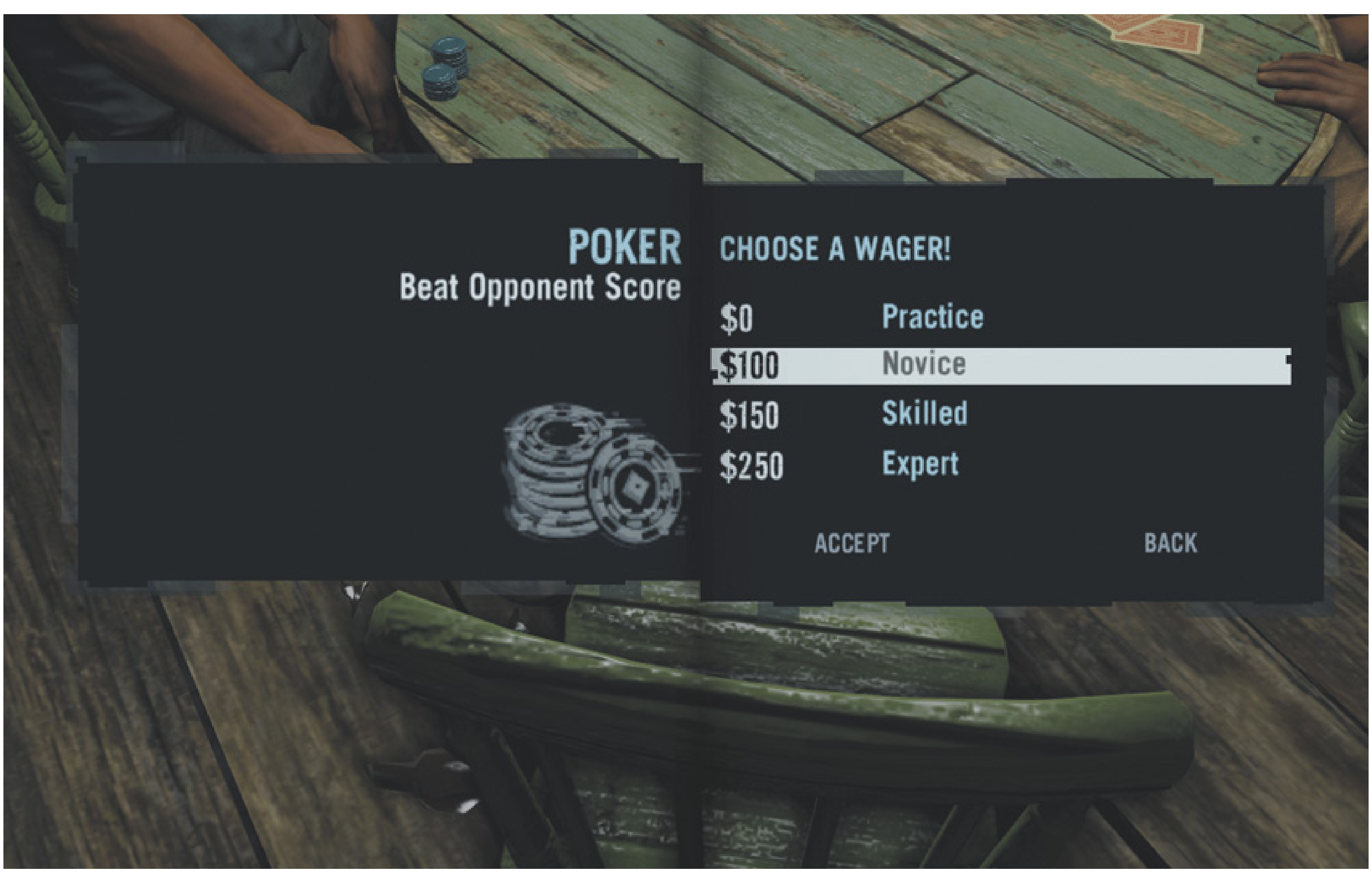
HAND EXAMPLE

Current Hand

1%	Royal Flush
1%	Straight Flush
1%	Four of a Kind
2%	Full House
6%	Flush
2%	Straight
4%	Three of a Kind
22%	Two Pairs
43%	One Pair
100%	High Card

The game of choice on Rook Island is Texas Hold 'Em. Each player is dealt two cards, and three are placed on the table face up as the "flop." Two more cards are dealt face up as the round continues, and the strength of your hand is determined by your two cards plus the value of the flop to make the best poker hand of five cards. This is the favored style of poker played in most televised tournaments, as well as in most recent video games. The rank of winning hands, from best to worst, is as follows:

- Royal Flush (Ace, King, Queen, Jack, 10, all of the same suit)
- Straight Flush (five numerically consecutive cards of the same suit)
- Four of a Kind
- Full House (a three of a kind and a pair in the same hand)
- Flush (five cards of the same suit)
- Straight (five numerically consecutive cards)
- Three of a Kind
- Two Pair
- One Pair
- High Card (Ace, King, Queen, Jack, 10 through 2, in that order)



You can drop into a game for $150, $200, or $250, or play a few practice hands for no money down. Your stakes in a single game are limited to what you've put up plus what you've managed to win, so you can't sit down to a $150 game and buy the hand with a thousand-dollar bet. As in real poker, you can always cash out and walk away with whatever you've got, or you can play the game until you or all of your opponents are out of chips.

In this minigame, as with the real game of poker, the key is to know when to bow out of the hand. If you've got nothing after seeing the flop and one of the CPU players raises the stakes, don't throw more money into the pot "just to see how things turn out." The CPU in Far Cry 3 does not tend to bluff, so betting more money on a bad hand won't turn out well for you.

Tip

Card Sharpening

Tip

Winning $1,500 while playing poker earns you the Poker Bully Achievement/Trophy. The easiest way to do this is to liberate the Harmanse Gas & Repair outpost on the South Island and speak to a guy in town to start the "Father's Burden" side mission.

Tip

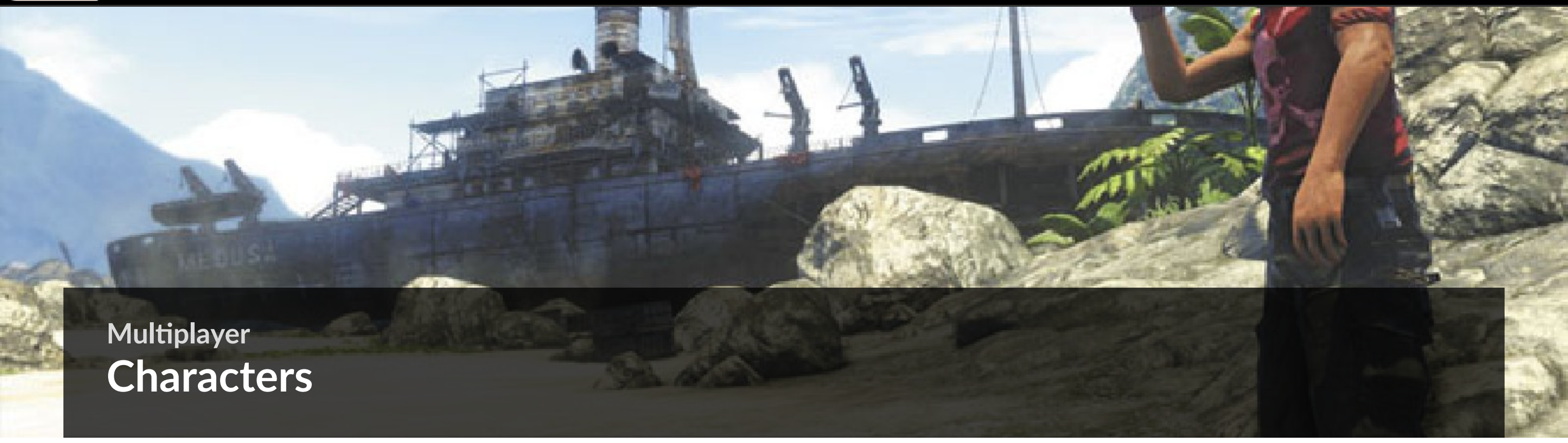
As part of that mission, you can enter a high-stakes poker game in the Crazy Cock where the minimum buy-in is a cool $500. If you force all three other players out of the game, you'll walk away $1,500 richer and get the Achievement/Trophy on the spot. You also tend to get better cards during "Father's Burden" than you do in ordinary poker games.

Multiplayer

Co-Op PLay

Far Cry 3 comes with two games. One is Jason’s, featuring the rise and fall of Vaas Montenegro and the liberation of Rook Island. The other features four strangers from what’s known as “The *Astrid* Incident,” survivors of a double-cross gone wrong.

The S.S. *Astrid* is a black-market cruise liner, a source of illicit thrills to the well-heeled who are looking for a little more fun than the law allows. Its captain decides to take the money and run one night, selling his ship and his crew out to Vaas Montenegro and his band of pirates. The captain makes it off the ship with the safe, containing his money and his crew’s pay. There are only four survivors.



Multiplayer

Characters

Leonard

Like his father, Leonard was a police officer on the streets of Philadelphia, but temptation got the better of him. He wasn't the dirtiest cop out there, but he had a flexible approach to things like evidence and bribery. It got results, but he eventually got into more trouble than he could handle. Leonard lost his job and badge, and ended up doing a security job aboard the *Astrid* . In the aftermath of Vaas's attack, Leonard is all too willing to jump into the thick of things, keeping his head clear and his jokes filthy.

Tisha

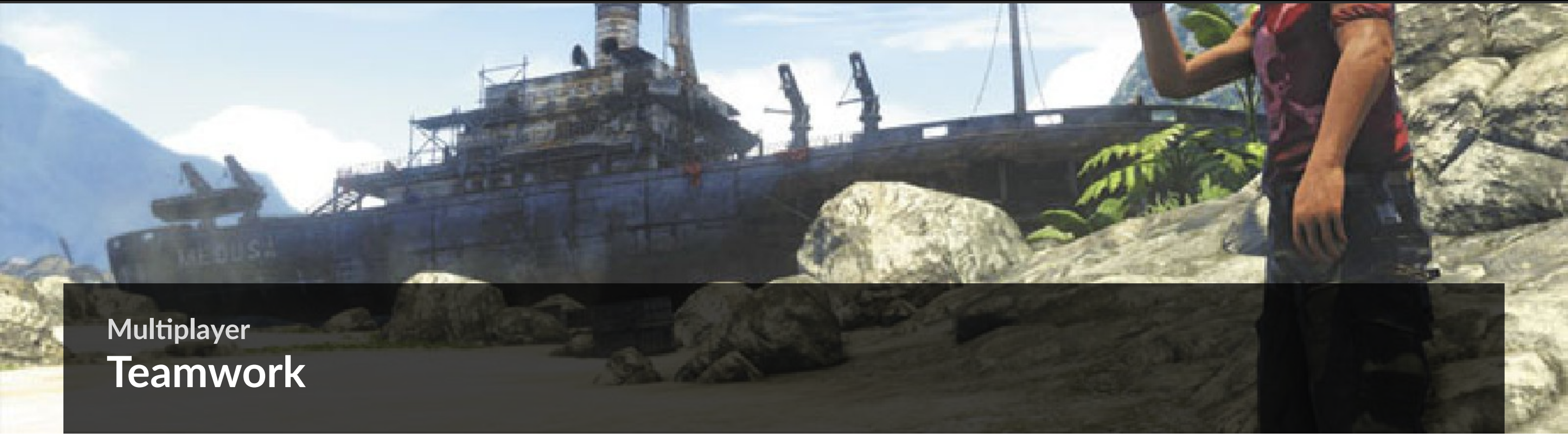
The Army got Tisha out of a bad home life. She did four tours of duty overseas as a combat medic, where her ability to stay focused under fire earned her respect and admiration from her peers. The exception was her commanding officer. He tried his luck and she knocked him out. He got her classified as a section eight, and she was dishonorably discharged. She found a new job soon enough, as a ship's doctor aboard the *Astrid* , but Tisha's run of bad luck didn't stop there. Now, in her fight to get her money back, she's chosen to emphasize the "combat" part of "combat medic."

Mikhail

Mikhail never knew his parents. He grew up an orphan on the streets of St. Petersburg, doing what he had to do to survive, and petty crime was just how he had to live. By the time he was a teenager, he'd moved up from a leader of a street gang to a member of the criminal elite. Years later, after serving as a devoted member of his organization, he broke ranks with them when he discovered his lover was pregnant. Now he's just trying to earn an honest living for the first time, to give his wife Katya and their daughter a new life outside of Russia. Naturally, that means he's ended up fighting an entire island full of pirates.

Callum

As you can probably tell from hearing him speak, Callum is from the poorest parts of Glasgow. His facility with knives comes from a life spent fighting with them, tearing other kids apart to hold on to what little he could call his own. He's on the *Astrid* because he's on the run from both the police and his rival gangs. To his surprise, Callum's managed to put his talents to work as a chef, but when the pirates attack, it's time to go right back to his old way of life.



Multiplayer

Teamwork

In co-op, the important thing to remember is that you need your teammates, and they need you. If you've been playing a lot of the single-player story campaign, you may have gotten used to relying on Jason's speed and resilience, but that doesn't apply in co-op. (Maybe there's something to all that stuff about the "tatau.") In co-op mode, you have much less health, and can be knocked down very quickly if you're unlucky or careless. This reduces you to a dying state. At that point, you're out of luck until such time as one of your friends can come over and bring you back to your feet.

Many of the tips from the game's solo campaign apply just as well here. You can opt for stealth, sniping, or a full-on assault, and Takedowns remain a vicious method of dealing with your targets. Unlike the solo game, however, there is no leveling system in co-op.

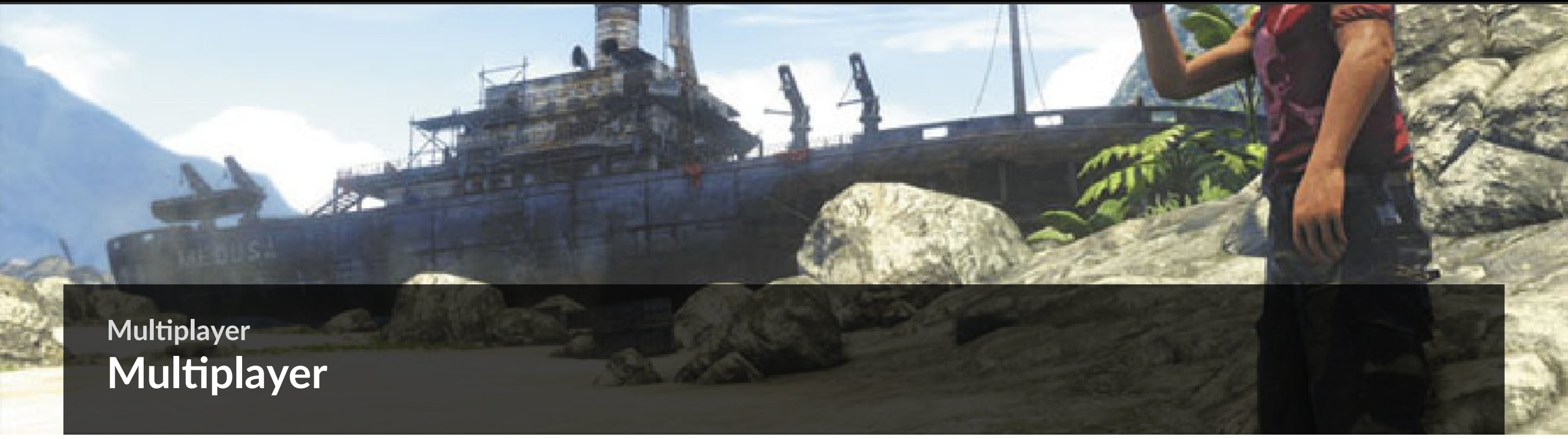
Battle Cry

One of the ways teamwork is encouraged is the Battle Cry, a move that confers a short-lived buff on you and any of your nearby teammates. Which specific Battle Cry you have and its effects are determined by your current loadout, and they can include health regeneration, speed bonuses, or a boost to your outgoing damage. What Battle Cries your group has and their current status are tracked on your party frames.

Multiplayer

You've already seen some of this conflict. On one side, there's the Rakyat, the defenders of an ancient civilization that's seen much better days, fueled by their nearly religious devotion to Citra. On the other side, there's Vaas's pirates, a who's-who of international scumbags, propelled by cocaine and looking to wring as much money out of the island as possible.

Far Cry 3's multiplayer modes are about the near-constant conflict between them as they struggle for control over Rook Island. This isn't a pair of well-funded national militaries dealing out high-tech headshots. This is an all-out war between two guerrilla forces using whatever they can find, however they can use it.



Multiplayer

Teamwork

As in the co-op mode, going it alone in multiplayer is a bad idea, and that's indicated by gameplay in the same ways. You can use Battle Cries just as in co-op to provide your teammates with short-lived buffs, and in the event you get dropped by enemy gunfire, any member of your team can bring you back up to your feet. If you mash the button displayed onscreen, it extends the time until you bleed out, giving extra time for friendly players to reach you and get you back into the fight.

This is your big takeaway point in multiplayer: alone means dead. Takedowns remain just as lethal in multiplayer as they ever were in the other modes, which means having someone around to watch your back is of paramount importance. Always keep checking your six and watching above you for other players on ziplines or high ledges.

EXP and Leveling

You receive 100 EXP for an enemy kill, and 50 XP for a kill inflicted with the knife. Leveling up increases your access to new and better weapons and equipment, such as land mines.

Airdrops

As you gather EXP during a given match, you gradually charge up the ability to call in airdrops. This is a stolen C-130 or helicopter, piloted by an NPC, and carrying something they stole from somewhere. This may involve dropping drums of burning oil on a given location, which sets everyone and everything in the area on fire, or worse—a chemical agent that the fighters have nicknamed "Psych Gas."

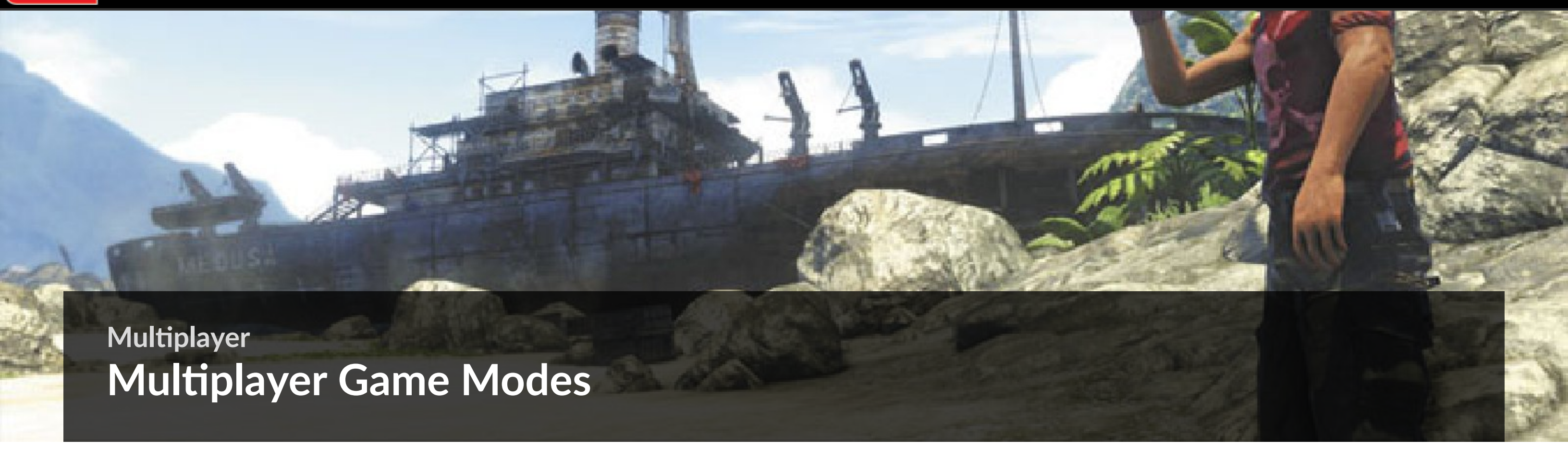
Under the influence of Psych Gas, you perceive all fighters on the battlefield as "ink demons," similar to those found in "New Rite of Passage", and have much less ability to tell friend from foe. You can use Psych Gas to trick the enemy team into either hesitating at a crucial moment or tearing itself apart, but you are not immune to the effects of Psych Gas just because you're the one who called in the drop. Be careful.

You can call in an airdrop on a given location via a GPS tracker. You're vulnerable while you make the call, so be sure you're behind cover and ideally have someone watching your back while you do it.

Flash Drives

As a reward for a successful match, you may receive a Flash Drive, which contains encrypted information. You can try to decrypt it, which leads you to discover new signature weapons.

As in the solo campaign, the weapons you can discover through Flash Drives are souped-up versions of the existing weaponry. They include some of the most powerful weapons in the game, so decryption is always going to be worth your time. In the event you receive a weapon you don't particularly care for, you can keep it around to give to a friend.



Multiplayer

Multiplayer Game Modes

Multiplayer includes four team-based game modes: Domination, Firestorm, Transmission, and Team Deathmatch.

Choose Quick Match to jump right into the action or set up a Custom Match to fine-tune the game the way you want. You can even create your own map in the Map Editor or play other user-made maps by browsing the Map Editor Archive or trying out the Map Editor Playlists.

Domination

Dominate the other team by capturing and holding the Command Points. The team that holds the Command Points for the longest cumulative time wins.

There are three Command Points, each with its own unique name. Each Command Point is marked with a flare. Stay close to the flare to capture the point. If there's an enemy inside the capture area, you can't capture the point. Clear the area of enemies to continue capturing.

The bar at the top of the screen shows the status of the fight. Your team is always blue. The blue circles represent the Command Points that are currently under your control. The red ones represent the points that are under the enemy's control. The more blue, the better.

Team Deathmatch

It is possible you know what this is already. In Team Deathmatch, the side with the highest kills when time runs out wins the round. There's one caveat. Each time you revive a teammate, a point is subtracted from the enemy team. Stick together and keep reviving.

Transmission

Vaas and Citra want their voices heard, and they're sending their soldiers onto the field to make sure it's done.

Several transmitters are scattered across the map. Your team needs to take the transmitters and hold them the longest to win. Your minimap will highlight the transmitters that are active. Capture an active transmitter by remaining in its capture area. The transmitter can't be captured if the area is contested.

Once you control the transmitter, you start scoring points. After a while, the transmitter will heat up, broadcasting louder and doubling the points given.

If you lose the transmitter to an enemy, don't worry. The transmitter can be captured again and again until it overheats and goes dark.

Firestorm

Each team has two supply depots. Your job is to trigger a firestorm and destroy your enemy's supplies while protecting your own. In other words, both teams play offense and defense at the same time.

Firestorm is a two-stage process. In the first stage, your team needs to ignite the enemy's supplies. Interact with an enemy supply depot to set it on fire. Once you've ignited the first depot, you have a short time to ignite the second depot before the first burns out.

When a team manages to ignite both of its enemy's supply depots simultaneously, a firestorm is triggered and the second stage begins. A radio will activate in the middle of the map, and it's an all-out brawl to see which team can capture it first. As in Domination, you need to remain in the capture area to get the radio. You can't capture the radio if the area is contested. If the team that triggered the firestorm captures the radio, a plane will dump gasoline onto the area, igniting the rest of the map and ending the game.

If the team that didn't trigger the firestorm captures the radio, a plane will dump water onto the area, quenching the flames and resetting the match to the first stage.

In summary, ignite the enemy supply depots simultaneously and then capture the radio to win the game.